

MEDIA PUBLISHING SYSTEM



SET UP & OPERATION MANUAL

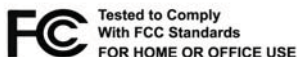
Copyright © 2006-2008 XLNT Idea, Inc. All Rights Reserved.

FCC Compliance Statement: This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This product is intended to be supplied by a UL listed Direct Plug-IN Power Supply marked "Class 2" or a UL listed ITE Power Supply marked "LPS" with output rated 12VDC, 4.16A or higher. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help.

Use of shielded cables is required to comply with the Class B limits of Part 15 of the FCC Rules. You are cautioned that any changes or modifications not expressly approved in the included manual could void your authority to operate and/or obtain warranty service for this equipment.



This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



Table Of Contents

Media Publishing System – Introduction	10
Minimum System Requirements.....	10
Unpacking and Inspection	10
The Printer Parts	11
Media Publishing System Quick Start.....	13
Step 1 - Remove Insert	13
Step 2 - Plug in	14
Step 3 - Install Disc Baskets	15
Step 4- Insert Software DVD.....	15
Step 5- Printer Setup	20
Step 6 – Install Ink	26
Step 7 – Disc Image Alignment	31
DiscDirect - Printing and Burning	37
Advanced Designer Mode	38
Print only	38
Data Burn Mode.....	39
Audio Burn	42
Mixed Burn	45
DVD Video	47
Disc to Disc	48
Disc to Image	49
Streaming	50
Auto Insert.....	51
Wizard Mode	53
Print Only	53
Data Burn	56
Mixed Burn	60
Audio Burn	62
DVD Video	64
Disc to Disc Mode	66
Disc to Image	67
Streaming	68
Auto Insert.....	70
Running Jobs	73
Completed Jobs.....	74
DiscDirect Unit Properties.....	75
General	75
Auto Calibrate Robotics	75
Auto Calibrate Media	75
Disc Image Alignment	76
Set Print Quality	76
Check Ink Levels	76
Align Cartridges.....	76

Clean Cartridges	76
Park for Shipping	77
Force Firmware Update	77
Robot Properties	78
Robot Speeds.....	78
Pick Offset	78
Restore Defaults	78
Kiosk Properties	79
Advance Properties	79
DiscDirect Properties	80
General	80
Drive Speeds	81
Server Options	82
Advanced	83
Network Mode.....	83
DiscStudio - Graphics Design	89
Navigation	89
Included Fonts, Backgrounds and Clipart.....	90
Starting a New File	90
Saving a File	91
Opening a File	91
CD/DVD Disc Settings	92
Using the Drawing Tools	93
General Notes	94
Description of Drawing Tools	95
Open Curve Tool.....	95
Closed Curve Tool.....	95
Freehand	96
Polygon	97
Rectangle	98
Rounded Rectangle	98
Ellipse	99
Halo.....	100
Arc	101
Line	102
Clipart	103
Arrow	104
Text.....	104
Manipulating Objects	105
Line and Fill Properties	107
Patterns and Gradients	107
Gradient	109
Using Levels.....	110
Transparency and Levels.....	111
Zoom.....	112

Using Background and Clipart	113
Adjusting the Background Image	113
Adding Your Own Backgrounds or Clipart	114
Insert Data Field	115
Data Field List:	116
Text	116
Adding Text to your Label	116
A Sample Text Session	117
Step 1 - Entering the Text	117
Step 2 - Setting the Typeface and Size	117
Wordwrap	118
Effects	120
Edge:	120
Questions and Answers (FAQ) DiscStudio	122
Sample Session: Printing a CD / DVD	124
Printer Properties Setup	124
Un-Installing Disc Studio	131
Disc Works File Types	131
Disc Works File Types	131
Supplies	132
Ink Cartridges	132
CD's / DVD's or BD's	132
Transporting Your Media Publishing System	133

Media Publishing System – Introduction

This manual covers setup and operation of the **Media Publishing System** as well as the included **Disc Works software**.

This manual is intended to:

- 1) Familiarize you with the set-up and basic operation of your new **Media Publishing System**.
- 2) Provide a quick and easy guide to publishing your first disc, using the included **Disc Works software**.
- 3) Provide detailed instructions for using the included **Disc Works software**.

Minimum System Requirements

Your system should meet the following minimum requirements for running the **Media Publishing System** and the DiscWorks software:

Minimum 1.4 GHz Pentium 4 or equivalent processor

Windows XP, 2003 Server or Vista (32-bit)

Minimum 1GB RAM, 2GB RAM for Windows Vista

Minimum 50MB Hard Disc Space (Minimum 1.5GB Hard Disc Space if installing all included clipart and background images). *Additional Hard Disc space will be required if copying CD/DVD/BD discs for temporary storage.*

One Available USB 2.0 port

DVD-ROM drive (for software installation)

If your system falls below these requirements, the speed and stability of the **Media Publishing System** and the software will greatly be affected.

Unpacking and Inspection

Please inspect the **Media Publishing System** shipping carton to ensure no damage has occurred during shipping. Open the shipping carton and remove the parts box located on top of the **Media Publishing System** and set it aside. Lift the **Media Publishing System** out carefully by holding onto the sides of the **Media Publishing System** itself then remove the shipping foam and plastic covering. Open the parts box and verify that all of parts listed below are included with your **Media Publishing System**:

Media Publishing System
(2) Plastic disc baskets
Universal Power Cord
Blank Sample Ink-jet Printable CDs
Tri-Color Ink Cartridge
Photo Ink Cartridge (Only with dual drive system)
Media Publishing System Software Install DVD
USB 2.0 Cable
Setup and Operation manual
Quick Start guide
Warranty Card

NOTE: DO NOT attempt to remove the internal Packing inside the Media Publishing System at this time.

IMPORTANT: The **shipping carton** and **all internal packaging** must be saved to avoid damage in case you ever need to transport your **Media Publishing System** in the future.

The Printer Parts

The illustration below shows the **Media Publishing System** with the front cover open to help you get to know the printer components.

*Please note that there are NO user serviceable parts in the **Media Publishing System** (except ink cartridges) and any alteration of the included components will void your warranty.*



mechanism of the Media Publishing System from potential damage. This cover must be closed during printing and burning operations as internal sensors will not allow operation with the cover open.

The **Disc Transport Robot** picks and places the discs within the **Media Publishing System** allowing for completely automated operation.

This is a very precise mechanism that has been carefully aligned at the factory. Never manually move the Disc Transport Robot as, this can affect alignment and possibly damage the unit. To realign the Disc Transport Robot see page 75

The **Print Tray** located in the center of the **Media Publishing System** holds the inkjet printable disc while being printed

The **Color Ink Carrier** is colored Purple and holds the Color (CMY) Ink cartridge (CO5) in place during operation.

The **Black Ink Carrier** is colored Gray and holds the Black (K) Ink cartridge (BK4) OR Photo Cartridge (PC1) in place during operation.

The **Power Button (Blue LED Button)** turns the **Media Publishing System** ON or OFF, the **Media Publishing System** will also turn on automatically when plugged in (**EXCEPT** for the first time that the unit is plugged in with the Disc Transport Robot in the parked position).

The **Control Button (RED LED Button)** with the front cover open, pressing the control button will move the Ink cartridges into the center position for easier access when changing Ink cartridges. Closing the front cover will move the cartridges back to the Ready to print position. This button will also reset the **Media Publishing System** if any errors do occur.

The **Input Disc Basket** is where you load a maximum of 50 blank ink-jet Printable discs prior to Printing/Burning operations during normal operation.

The **Output Disc Basket** is where the Disc Transport Robot places the completed Printed/Burned discs during normal operation. *This may also be used as an input basket in 100 disc kiosk operation.*

The **CD/DVD Recorders** are where data is burned onto the blank ink-jet Printable discs.

The **Recorder Open/Close Buttons** is used to manually eject discs from the CD/DVD recorder.

Normally only used to remove a disc if an error occurs during disc burning such as loss of electrical power.

The **Center Output Area** is where your **Media Publishing System** will automatically place bad/rejected discs during operation. A disc may be rejected for a number of reasons such as, bad/unburnable media, disc size not large enough for selected project, or power loss during operation.

*The Center Output Area is also used as an output area with installation of the optional **Media Publishing System 100 Disc Kiosk Kit**.*

Media Publishing System Quick Start

To setup and quickly install your **Media Publishing System** and the included DiscWorks software, please follow the Quick start Guide included with your **Media Publishing System**. The following section of this manual gives similar information as the Quick start Guide though with more detailed explanation.

Step 1 - Remove Insert

Before the **Media Publishing System** is powered on lift the front lid and remove the cardboard packing material as shown taking care not to damage any of the internal components during the removal process. **DO NOT** plug the **Media Publishing System** power connector in at this time.



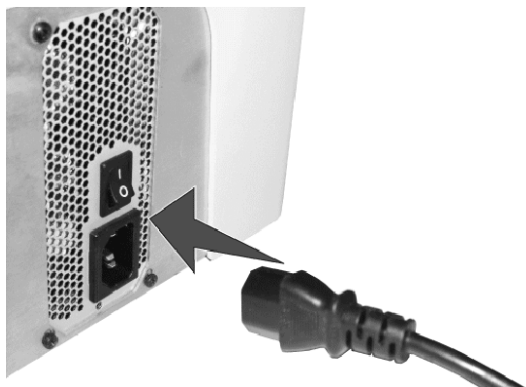
IMPORTANT: Save all the packaging in case you ever need to transport or ship the **Media Publishing System** in the future.

*All internal packaging **MUST BE** removed before using your **Media Publishing System**.*

Close the front lid before proceeding to the next step.

Step 2 - Plug in

Unpack the Universal Power Cord and plug the female end into the power supply in the rear of the **Media Publishing System** and plug the male end of the Universal Power Cord into the nearest AC power outlet with surge protector.



Step 3 - Install Disc Baskets

Open the **Media Publishing System** front lid and install the Disc Baskets as shown in the following illustration.

*Take note that the rounded rectangles in the center of the Disc Baskets these must be placed correctly to correspond with the rounded rectangles on the base of the Media Publishing System. Incorrect alignment may result in improper operation and damage to the **Media Publishing System***



Step 4- Insert Software DVD

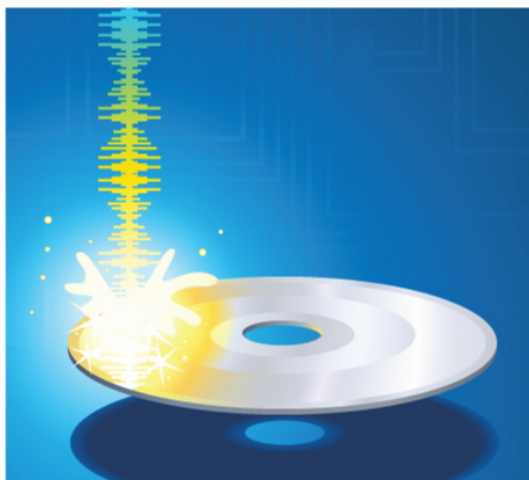
This will install the **Media Publishing System** drivers and the DiscWorks software needed to run your **Media Publishing System**. If you have previously installed **DiscStudio** as a stand-alone program we recommend uninstalling that copy of DiscStudio to avoid having two copies in different locations. See page 131 for this procedure.

Place the **Media Publishing System Setup DVD** into your computer's DVD drive.

If auto run is enabled on your computer the following screen will appear. Close all currently open programs and Click the **"Install"** button to begin installation. The windows that appear will guide you through the installation process. This first part will install the **Media Publishing System** drivers.



Starting InstallShield Wizard.....



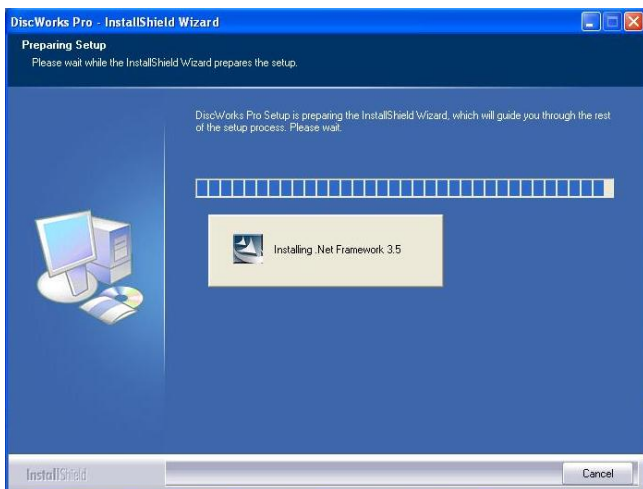
DISCWORKS

Copyright 2005-2009 DiskWorks, Inc. and its licensors. All rights reserved.
This product is protected by copyright law, patents and trademarks.

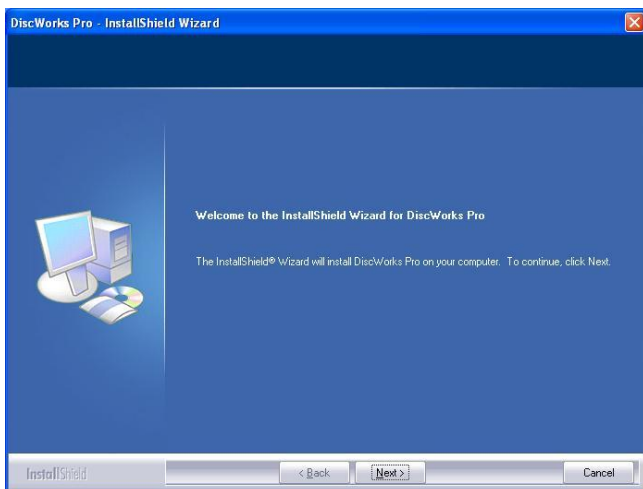
*If this screen does not appear you can manually execute the setup program by browsing to the drive in to which you placed the **Media Publishing System** Setup DVD and double-click the Setup.exe program on the DVD*

DiscWorks requires .Net Framework 3.5 as a pre-requisite to install the complete software, if not installed it will automatically install .Net Framework on the computer or continue to the next step.

Note: Installing .Net Framework would take several minutes.



Once the .Net Framework is installed successfully it would bring up the below screen.

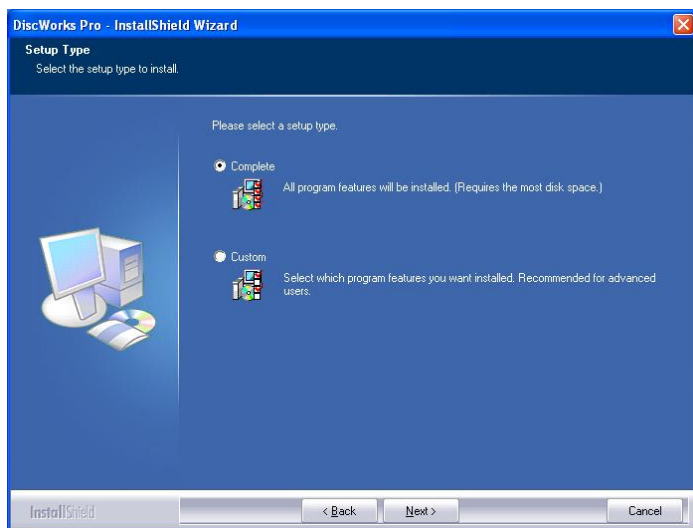


Click the **"Next"** button to continue.

The following screen will appear check the **"I accept the terms of the license agreement"** radio button then click **"Next"** and select the setup type as **complete** and click **"Next"** on the windows that appears.

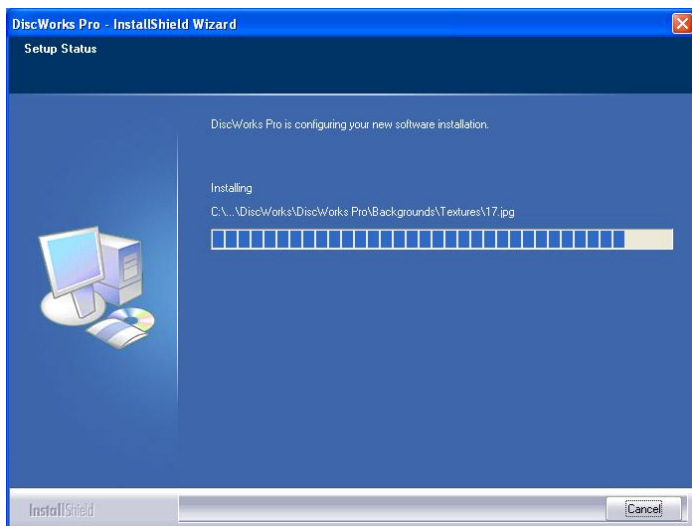
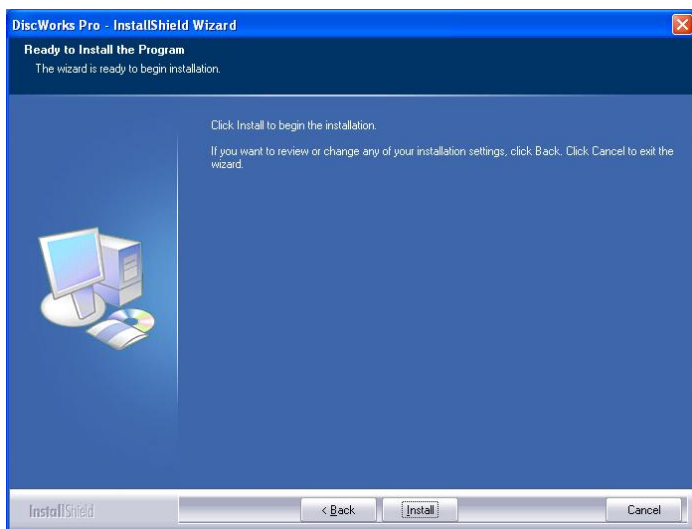


If any install options other than **"Complete"** or **"Custom"** appears in this window that means you have another copy of Disc Works installed on your computer. In which case select the **"Modify"** radio button to update Disc Works to the latest version contained on your **Media Publishing System Install DVD**.

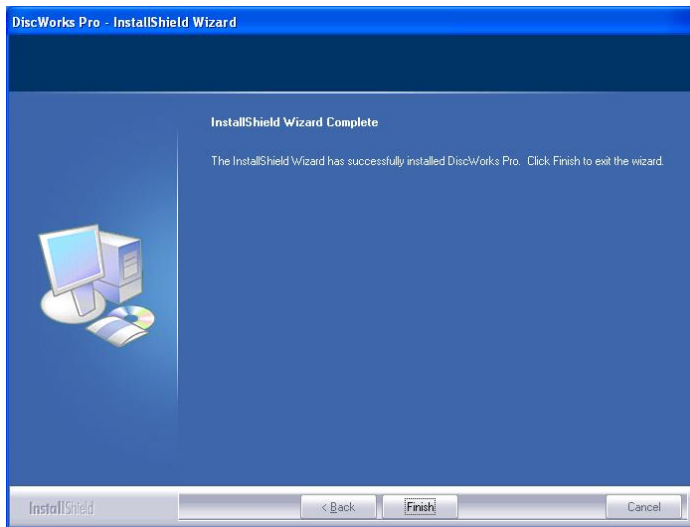


Note: Please un-install the Disc Works if you were using other than Media Publishing System (Single / Dual Drive system).

Click **"Install"** from the next window to begin installation.

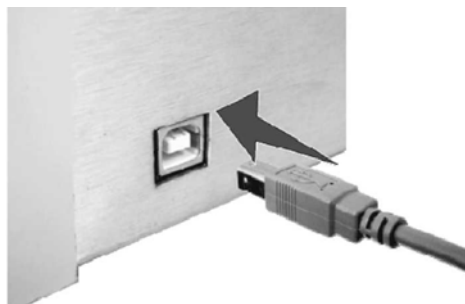


When you see the following window click **"Finish"** **Media Publishing System** software install is now complete. Please eject the disc and put it in a safe place for future use.



Step 5- Printer Setup

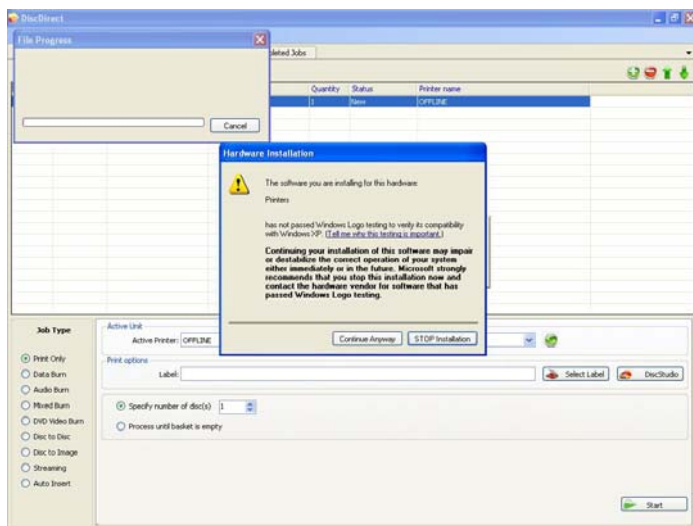
Now Connect the Media Publishing System to the computer using the USB Cable.

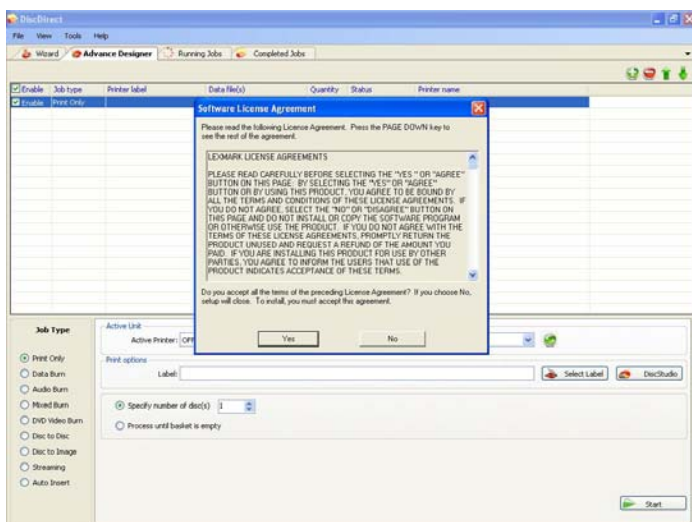
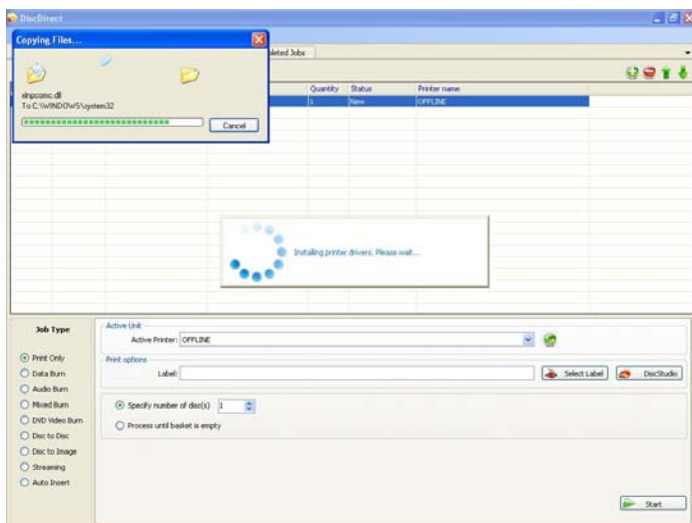


Once you connect the USB cable to the computer **“Found New Hardware”** windows will pop, please close them.



Click on the **“Disc Direct”** Icon on the desktop which will detect the printer and then prompt you to install the printer drivers the following screen appears on the screen click **“Continue Anyway”** which will install the printer drivers.



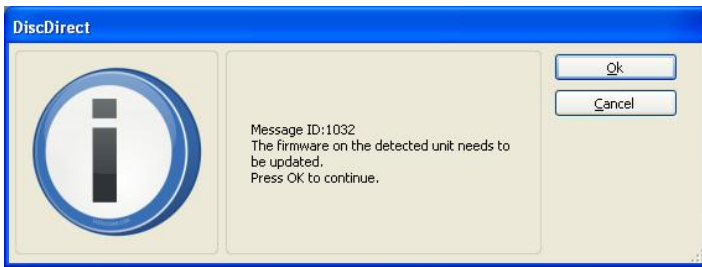


Click **Yes** on the software license agreement window.

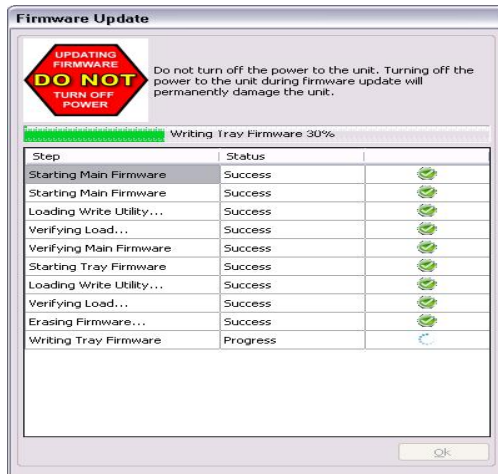


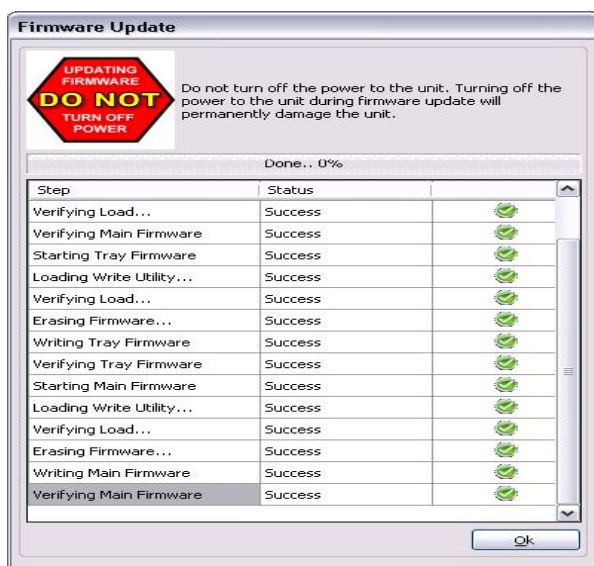
Click OK to complete the driver's installation.

After the drivers are installed it may prompt you to upgrade the firmware click ok.



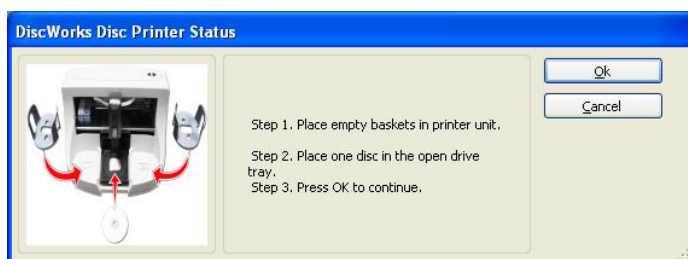
Note: If the software doesn't prompt for a firmware upgrade continue with step-6



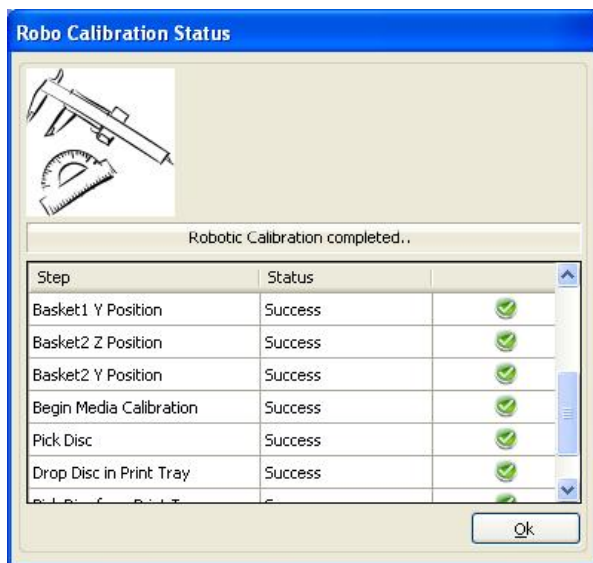


Click **Ok**

Once the firmware is updated we need to calibrate the robotics of the **Media Publishing System**, the software will automatically pop up the calibration window (See below) after firmware update is completed.



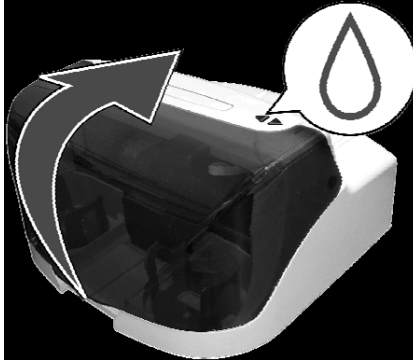
Open the front lid of the **Media Publishing System** and make sure there are no blank or printed discs and also see it to it that the baskets are installed properly as shown in step 3. Place one disc into the ejected DVD tray and then click **OK**



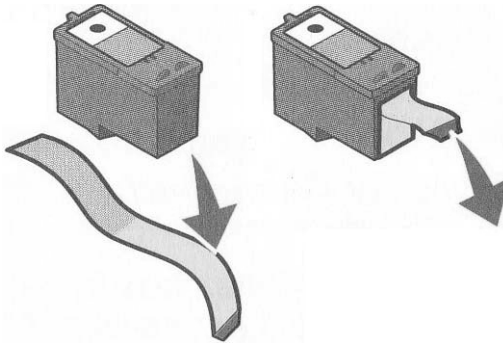
Click **OK** to complete the calibration process.

Step 6 – Install Ink

Make sure the blue power light is illuminated and open the front lid (the Red "Control" light will begin to blink). Press the Control Button circled in the picture below. This will move the Disc Transport Robot to the right, and move the cartridge holders to an accessible position in the center of the **Media Publishing System**.



Remove the ink cartridges from their packaging. Also remove the tape covering the print heads as shown, take care not to touch the print heads on the bottom or the gold electrical contacts on the rear.



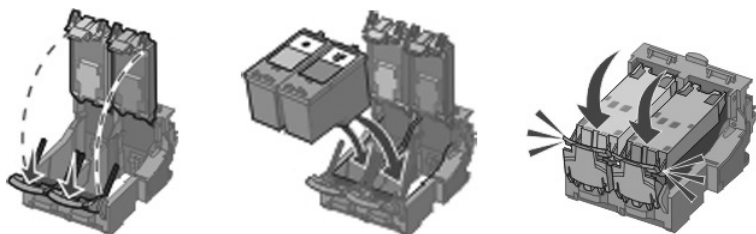
Following the illustration below:

Press the tabs on the front of each ink holder.

The covers will spring upward to open.

Place the ink cartridges into their respective holders taking note to use the correct color-coded holder.

Close the covers until they latch into the lower holders as before.

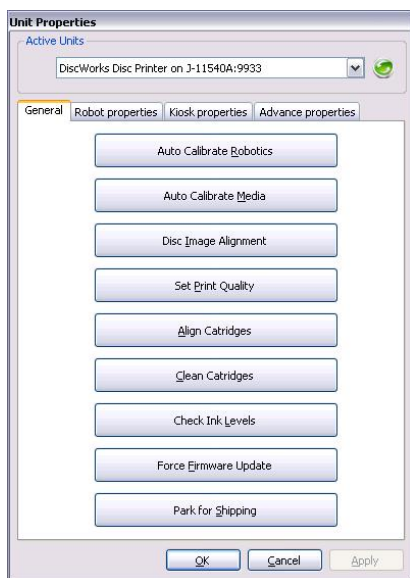


Note: You should never have to force the ink cartridges into their holders. If excessive force is required, remove and then reinsert the cartridges and check for any obstructions within the holders and that the tape is removed from the cartridge bottoms.

Close the **Media Publishing System** lid to restore normal operation and move the ink cartridge holder back to its ready position.

Click on **Disc Direct** icon on the desktop, this will launch the DiscDirect software. From the DiscDirect Main window go to the "Tools" menu and select **"Unit Properties"**.

The window (shown below) will appear. Click the **"Align Cartridges"** button.



The window shown below will open. Leave that window open onscreen and continue to the next step.



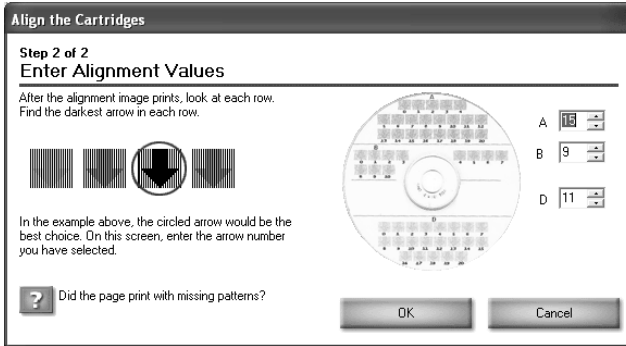
Open the front lid of the Media Publishing System and insert 2 blank printable discs into the left basket as shown.

* If you have installed only the color cartridge only one blank printable disc is needed for ink alignment



After the discs are inserted close the front lid of the Media Publishing System and click print button on the previous window to begin the ink alignment.

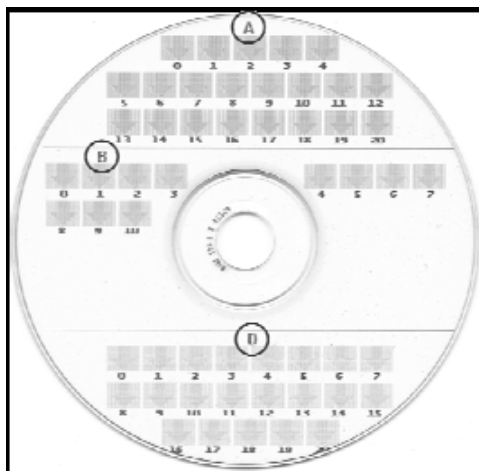
The following window will appear and the Media Publishing System will pick up a disc from the left basket, places it on to the print tray and begin printing.



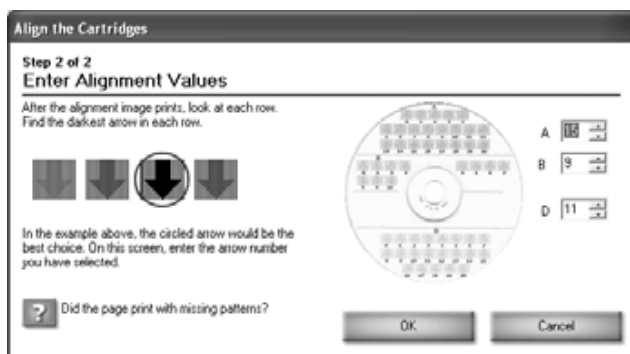
When the disc has finished printing the **Media Publishing System** will pick the disc from the Print Tray and place it into the right output basket.

When the Disc Transport Robot has stopped moving open the front lid of the **Media Publishing System** and remove the printed disc(s). The disc(s) will look similar like the disc pictured below.

Note that this cartridge alignment example is with only the color cartridge installed. The number of discs printed will depend upon the type and number of cartridges installed. If only the **Color** cartridge is installed there will only be one disc printed (as shown) for the Ink Alignment. If a **Black** or **Photo** cartridge is installed with the color cartridge 2 discs will be printed as both cartridges will need to be aligned for correct ink alignment. The onscreen window, lettered boxes printed on the discs and in the alignment window will also differ depending upon the ink configuration used



Note the letters circled (A, B and D) on the disc shown above, these correspond to letters in the "Enter Alignment Values" window.



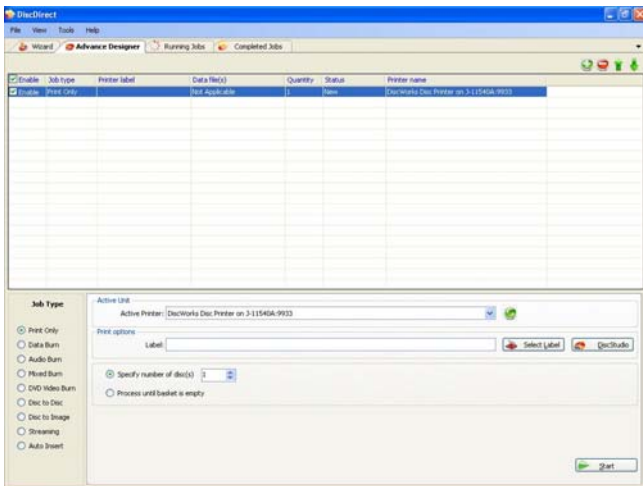
Looking closely at the printed disc(s) you will notice that in 1 arrow box within each lettered group will stand out from the background lines more than those next to it. Look at the number under that box and enter into on to the onscreen window for each letter group. When you have finished entering all of the values of every group on the disc(s) and are satisfied with your choices click the "Ok" button to close the window. You have now completed the ink alignment procedure.

Step 7 – Disc Image Alignment

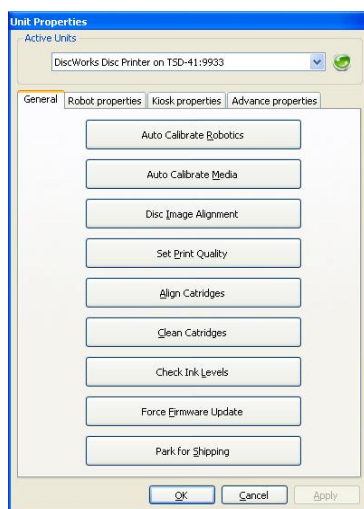
A printed image must be aligned to your **Media Publishing System** before you can print discs accurately. This procedure will only be done once unless you change to a different **Media Publishing System** model. Alignment will be remembered from session to session and is saved when you quit the program or turn off the **Media Publishing System**.

Note: This procedure must be done with at least one blank ink-jet printable CD or DVD in the left input basket. If basket is empty, place a disc into it as described in Step 6 of the Install Ink procedure

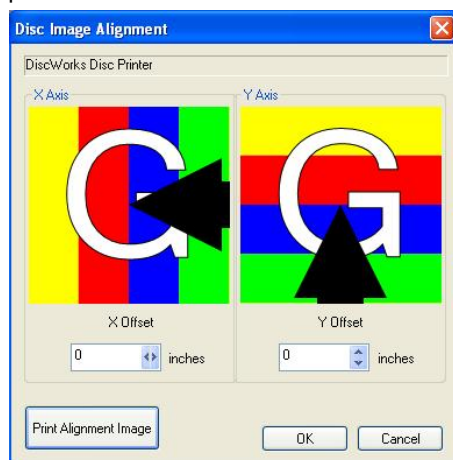
Click on **Disc Direct** icon on the desktop, this will launch the DiscDirect software.



From the menu bar go to the **"Tools"** menu and select **"Unit Properties"** and the following window will appear.

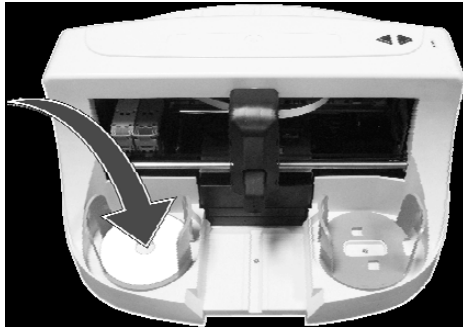


Click the "**Disc Image Alignment**" button and the following window will appear.



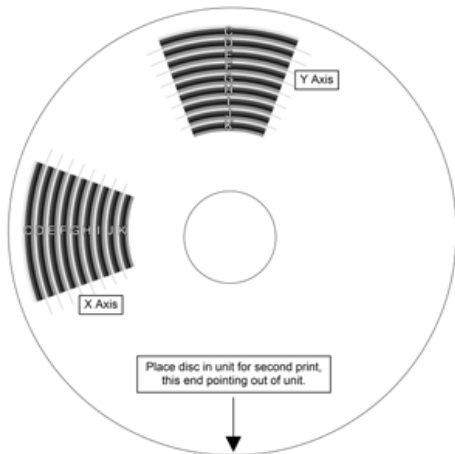
This window provides adjustment for the X (right and left) and Y (up and Down) positions of the printed image. Don't try to set them manually at this point. Leave this window open onscreen. Open the front lid of the **Media Publishing System** and place a blank

Printable disc into the left input basket then close the front lid of the **Media Publishing System**.

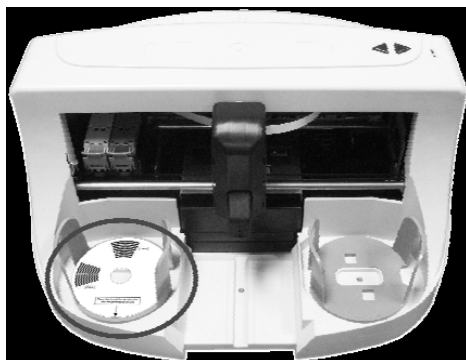


Click the "**Print Alignment Image**" button in the lower left corner of the open window and the **Media Publishing System** will pick up a disc from the Input Basket and begin to print on it.

When the disc has finished printing and has placed the disc in the Output Basket the Disc Transport Robot will stop moving, raise the **Media Publishing System** front lid and remove the printed disc. The printed disc will look like the following image (although printed in color).



Place this disc back into the Input Disc Basket with the arrow on the printed disc pointing directly towards the front of the **Media Publishing System** as shown in the next page.



Close the **Media Publishing System** lid and click the “ok” button on the screen (Image shown below).

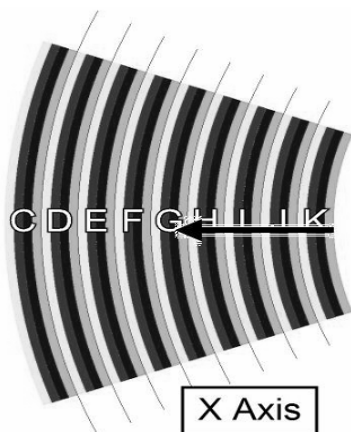


This will print a second image of 2 black alignment arrows on the previously printed disc. After the **Media Publishing System** has finished and the disc transport robot has stopped moving open the front cover and remove the printed disc.

X-Axis Alignment

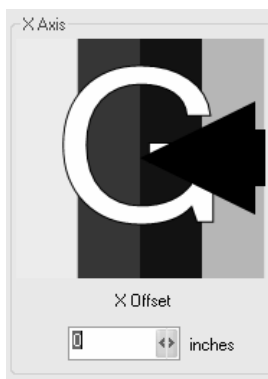
Examine the printed disc carefully looking first at the area marked X-Axis.

Note that the tip of the arrow points to the right edge of the line in section G.



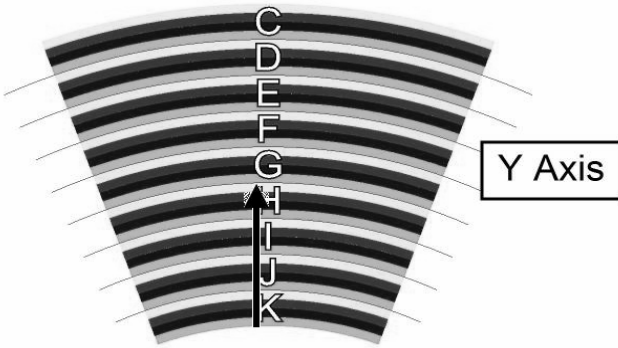
To Adjust the X-Axis Alignment, use right and left arrows to scroll through the letters and colors to match as closely as possible those on the printed disc.

Note: The values for your printer will almost certainly differ from those shown here, which are examples for illustration only and printed in gray scale for the purpose of this manual



Y-Axis Alignment

Now examine the area of the disc marked Y-Axis.

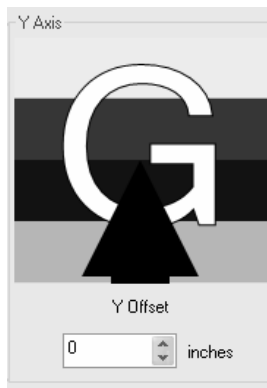


The tip of the black arrow is at the beginning of the line in section G.

To Adjust the Y-Axis Alignment, use the up and down arrows to scroll through the letters and colors to match as closely as possible those on the printed disc.

Note: The values for your printer will almost certainly differ from those shown here, which are examples for illustration only and printed in gray scale for the purpose of this manual.

Both X and Y values will be remembered from session to session and need only be set once for each **Media Publishing System** unit used.



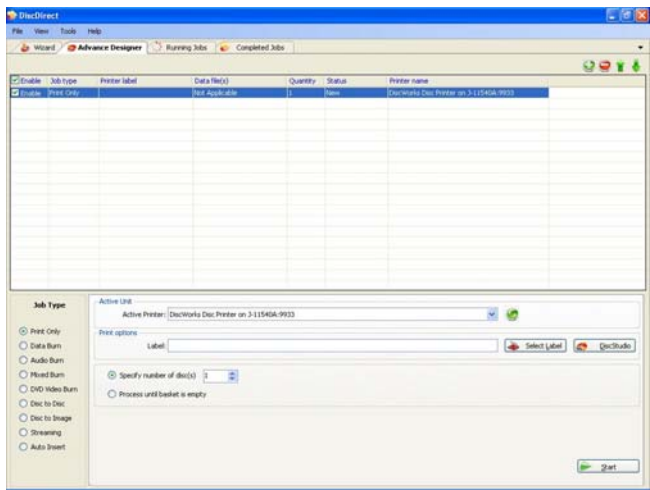
Congratulations! You have successfully setup your **Media Publishing System** for optimum printing. You may now close **DiscDirect** by selecting **File -> Exit** from the menu bar.

DiscDirect - Printing and Burning

The included **DiscDirect** software is part of the DiscWorks package and is the application where you will be doing the majority of your CD/DVD Printing and Burning projects. This software was created specifically for CD/DVD Publishing and gives you full control over all burning and printing operations of your **Media Publishing System**. Although the main focus of DiscDirect is in CD/DVD burning operations DiscDirect can also be used with **Media Publishing System** Auto printers as it allows the selection and printing of preexisting Disc Studio labels and adds a few printing enhancements not found in Disc Studio.

DiscDirect Dialog

From the main screen (pictured below) you have complete control over every operation of the **Media Publishing System**.

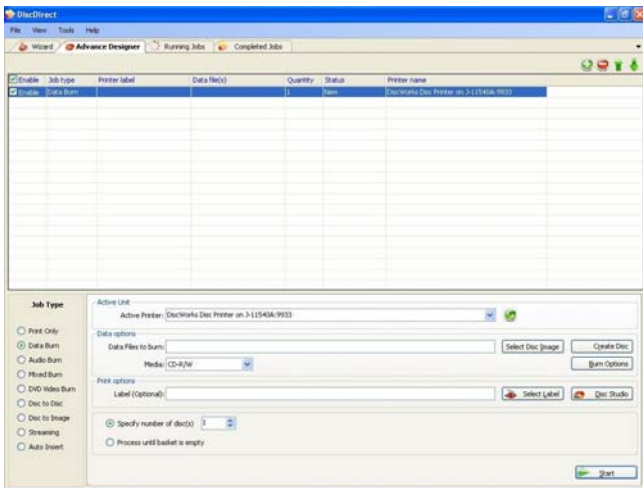


There are 2 different modes in which this software can be operated in all, the “**Wizard**” and the “**Advanced Designer**”. When you open up the Disc Direct program it automatically starts in Advanced designer mode, to switch to Wizard mode click on the Wizard tab at the top.

Data Burn Mode

Data Burn Mode uses the integrated CD/DVD recorders in the **Media Publishing System** to burn data files or disc images onto the specified number of CD/DVD discs. The Disc Transport Robot automatically moves the disc from the Input Disc Basket into the CD/DVD recorder then after writing to the disc moves the recorded disc to the Output Disc Basket.

Data Burn also gives you the option to print your own label onto the completed disc (see **Print Only Mode**), in which case, after the disc is removed from the CD/DVD recorder it will be placed into the print tray to be printed before finally being placed into the Output Disc Basket.



Data options

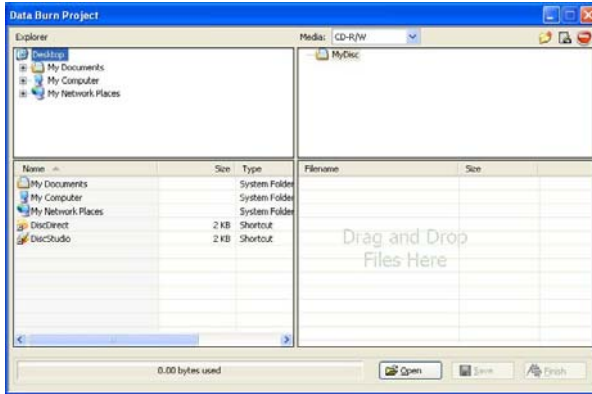
Data Files to Burn lists the name of the current burn job to be recorded to disc with the **Media Publishing System**.

Select Disc image button allows you to select an ISO image from your computer to burn to a disc or a .dwd file (a Data Burn project previously created in **DiscDirect**).

Specify number of discs(s) is the area where you can manually enter the number of discs you would like to burn.

Process until basket is empty is an area, when checked will complete the selected job on every disc in the Input basket.

Create Disc button will launch the **Data Burn Project Window**.



Lower left box: displays the contents of any folder highlighted from the upper left box.

Lower right box: drag your folders/files to this box to add to your project.

Upper right box: is similar to the lower left box. Once you've added folders/files to the upper right box, you may see what is in a specific folder by clicking on it in the Upper right box and its contents will be displayed in the Lower right box.

The Three buttons at the top right corner are:



- 1) Create Folder
- 2) Rename
- 3) Remove

NOTE: Please note the buttons on the upper right. With these buttons, you may remove files from your project, create a new folder within your project, and rename a file or folder.

In addition the capacity bar at the bottom of the screen. Shows graphically and numerically how much "space" your projects will take which will vary depending on the media type selected.

Open button allows you to select an ISO image from your computer to burn to a disc or a .dwd file (a Data Burn project previously created in **DiscDirect**).

Save button allows you to save the job as DiscWorks Data job (.dwd) and click **Finish** to return to the main DiscDirect window.

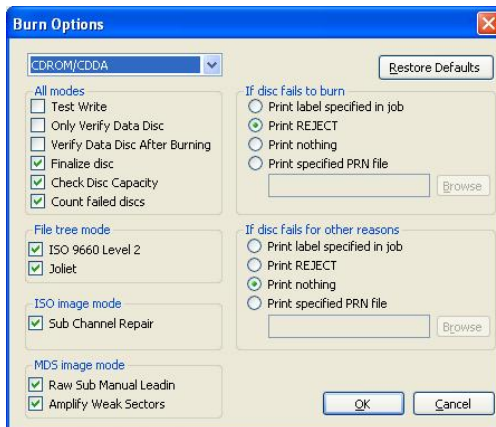
If you click **Finish** with out saving the following window appears.



Click on **yes** to save the file to the desired location. If you click on **No**, Disc Direct will name your project **Temp.dwa**. You will then return to the main window. Click on Next for labeling procedure refer Print only Wizard on page 53.

Edit Disc Image will be seen only when you click on the Finish button after you specify the files to be burned. This button will help you to make any modifications to the existing Disc Image that you've created.

Burn Options



This window allows you to select the type of disc you wish to create. You can create either a CD-ROM/CDDA which is used for almost all general purpose CD players, or a CD-XA which should only be used for very specific applications.

Test Write lets you test the compatibility of your disc media with the job to be burned without actually burning the disc.

Only Verify Data Disc is to be used if you burned a disc and meant to choose *Verify Data after Burning* but did not. The original disc / project must be loaded for this option.

Verify Data after Burning will verify the data on the created disc upon completion of the burning process.

Finalize Disc will "close" the disc being burned so that no further data can be written to it.

File Tree Mode allows you to select how the burned disc will be read. In most cases you should leave both ISO 9660 Level 2 AND Joliet checked. This allows wider compatibility of your burned disc with most available CD/DVD readers.

ISO image mode Sub Channel Repair should always be checked. This function checks the sub channels (of an ISO) to see if they have invalid data, and if they do, will attempt to fix them.

If disc fails to burn/rip specifies what the Medley2 will do in the event it cannot burn or rip the current disc. By default you Medley 2 will print "REJECT" on the disc so you can sort through any bad discs easily. Also available are to continue and **Print the label specified in job** on the disc anyway, **Print nothing** or **Print specified PRN file** which would use a specified file to tell the **Media Publishing System** what to do with the "Bad" disc.

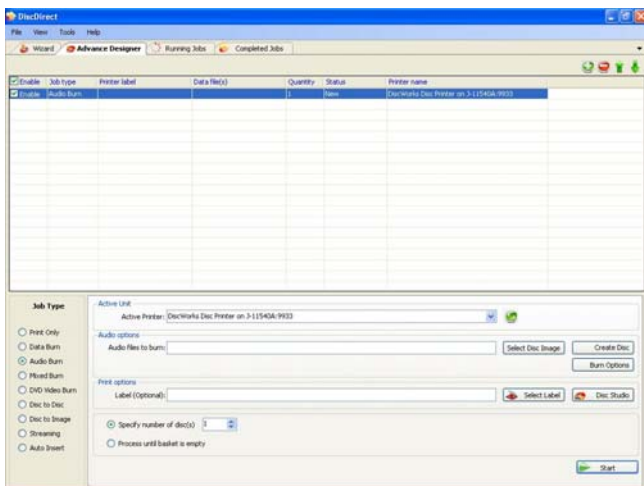
If disc fails for other reasons specifies what the **Media Publishing System** will do if a disc is rejected for another reason, and example of which could be that a CD has been loaded into the drive when the job calls for a DVD Sized disc. In such cases by the default the **Media Publishing System** will by default **Print nothing** on the disc so you can still use it later and continue with the job. Also available are to **Print the specified label in job** on the disc anyway, **Print REJECT** onto the disc or **Print specified PRN file** which would use a specified file to tell the **Media Publishing System** what to do with the "Bad" disc.

Print options

See Print only on page 38

Audio Burn

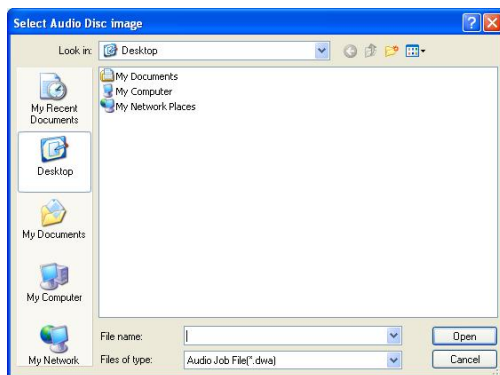
Creates an audio disc that is playable in any music CD player. Audio Burn also gives you the option to print your own label onto the completed disc which if selected, after the disc is removed from the **Media Publishing System** it is placed onto the printing tray to be printed before finally being placed into the Output Disc Basket.



Audio Options

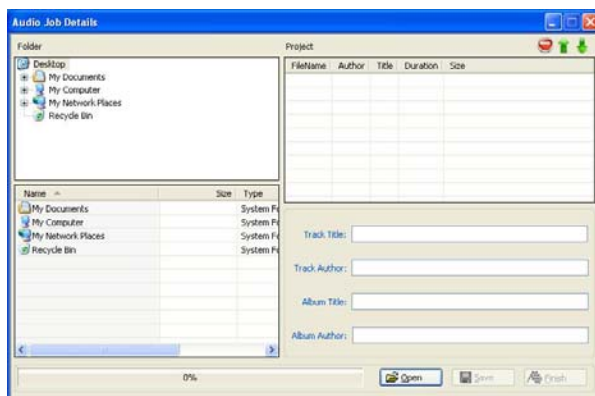
Audio Files to Burn lists the name of the current burn job to be written with the **Media Publishing System**

Select Disc image button allows you to select an ISO image from your computer to burn to a disc or a .dwd file (An Audio Burn project previously created in **DiscDirect**). See the Following image

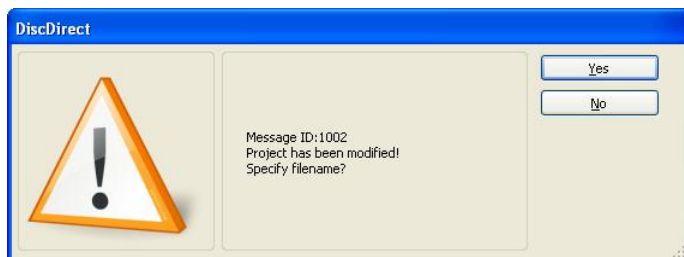


After selecting the ISO image from **Look in** option, name the ISO Image in File name and then click on **“Open”**

Create Disc button opens the window shown below where you can drag and drop individual files to create a disc to be burned (see following image).



The top left panel in the window shows a tree view of all the files on your computer. The lower left panel shows all the files within any folder selected in the top left panel. The right panel is where you drag and drop files to be burned to your audio CD. After choosing all the files you wish to be burned to the disc, Click the Finish Button, a window will prompt (see Image below).



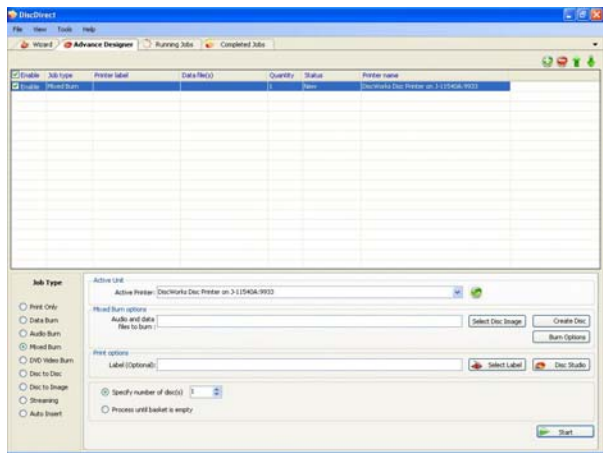
Click on **yes** to save the file to the desired location. If you click on **No**, Disc Direct will name your project **Temp.dwa**. You will then return to the main window. Click on **Start**

Burn Options (see Page 41-42)

Print Options (see Page 124)

Mixed Burn

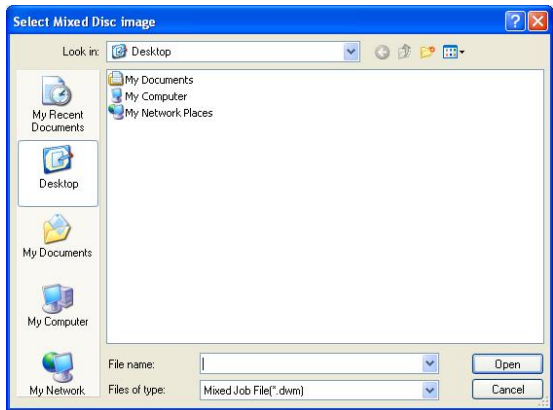
Mixed Burn Mode creates a disc with both an Audio section, and a Data section (called CD-Extra). You will be asked to add audio tracks at the beginning of the disc, and then create a data portion on the disc.



Mixed Burn Options

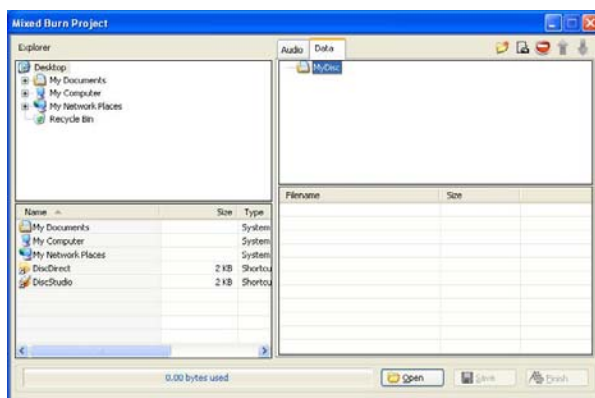
Audio and Data files to burn shows the path for the current job

Select Disc image button allows you to select an ISO image from your computer to burn to a disc or a .dwm file (a Audio Burn project previously created in **DiscDirect**).

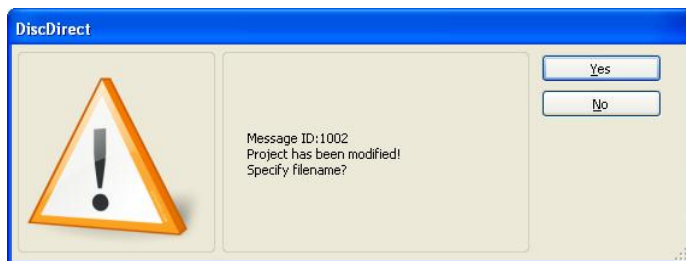


After selecting the ISO image from **Look in** option, name the ISO Image in File name and then click on “**Open**”.

Create Disc button opens the window shown below where you can drag and drop individual files to create a disc to be burned. You will notice two tabs at the top and you can switch between “Audio” and “Data” and drag the appropriate files to be burned.



The top left panel in the window shows a tree view of all the files on your computer. The lower left panel shows all the files within any folder selected in the top left panel. The right panel is where you drag and Drop files to be burned to your mixed CD. After choosing all the files you wish to be burned to the disc, Click the Finish Button, a window will prompt (see Image below).



Click on **yes** to save the file to the desired location. If you click on **No**, Disc Direct will name your project **Temp.dwa**. You will then return to the main window. Click on **Start**

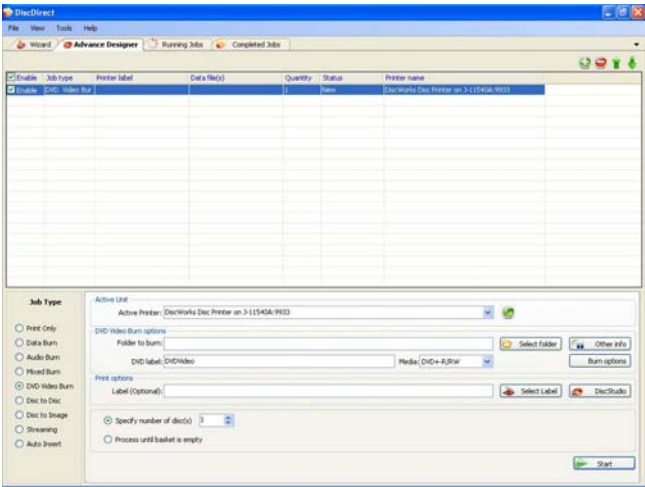
Burn Options (see Page 41-42)

Print Options (see Page 124)

DVD Video

This is a used to create a DVD Video disc playable in commercial DVD players. This cannot directly copy a preexisting DVD Video disc. You must use an external application to create a Video_TS file or copy a Video_TS folder directly from a preexisting DVD Video disc.

Copying of commercial DVD Video discs is not supported.



DVD Video Burn options

Select Folder button will allow you to select the Video_TS folder you wish to create your DVD Video disc from.



Other Info button opens a small window where you can add information such as Publisher and Application to your DVD Video disc.

DVD Label text box allows you to input the name or title you wish to appear on the disc information of your DVD Video disc.

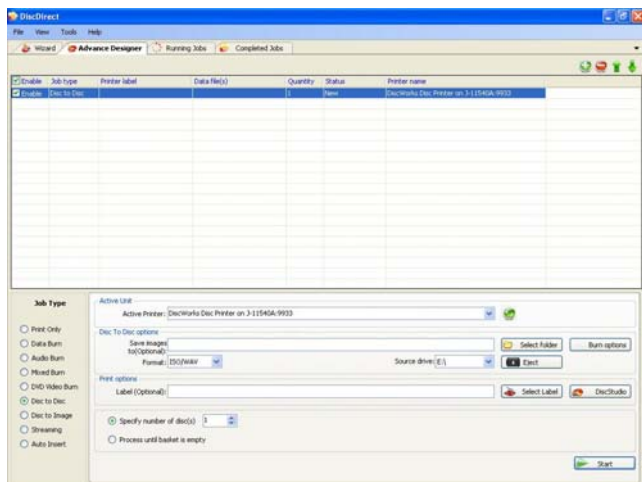
Burn Options (see Page 41-42)

Print Options (see Page 124)

Disc to Disc

This mode allows you to copy a disc directly from another disc. This option cannot be used to make a copy of a copy-protected disc. The computer's DVD drive will serve as a master drive.

Note: Computer must have a DVD drive to use **Disc to Disc Mode**



Disc to Disc Options

Save Images to (Optional): If selected in addition to copying the disc, an image file (or a set of WAV files, if the source is an audio CD), will be written to the path that you specify.

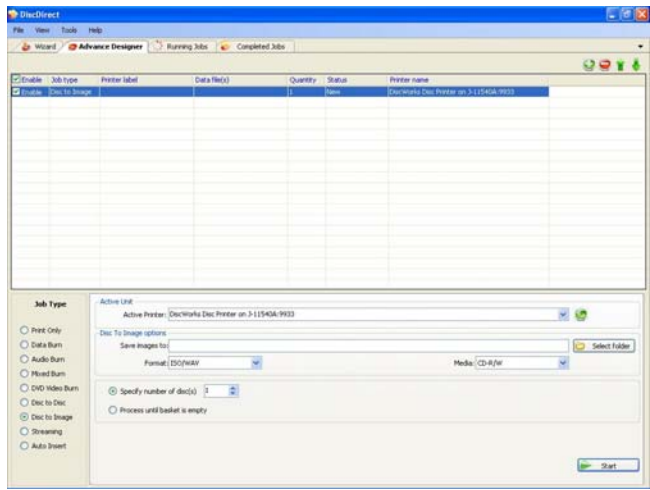
Source Drive* will let you select from the available drive(s) installed in your computer as the master drive from which to read the disc you wish to copy. The **Eject** button ejects the selected drive so you may insert the disc you wish to copy.

Burn Options (see Page 41-42)

Print Options (see Page 124)

Disc to Image

This is a used to “rip” a disc onto your computer. If your source is a data disc, an “ISO” (a single file, containing the entire contents of the disc) will be saved to your computer. If your source is an audio CD the individual tracks will be converted into WAV (audio) files and saved to your computer. This option also cannot be used to make an image of a copy-protected disc.



Disc to Image Options

Save Images to: It is the directory where the ISO or WAV files will be saved to the local drive of the computer. (This must be specified by the user as to make sure you have enough disc space on your computer to save potentially large files). Use the **Select Folder** button to navigate to your selected directory.

Specify number of discs(s) is the area where you can manually enter the number of discs you would like to label.

Process until basket is empty is an area, when checked will print the selected label on every disc in the Input basket.

Streaming

Note: This option CANNOT be used to copy copy-protected discs.

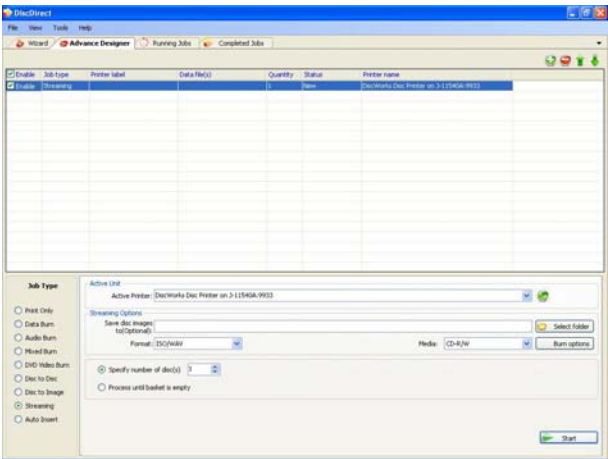
Streaming Mode will "rip" master discs and then burn blank discs placed into the Input Disc Basket. To do this, mix any number of master and blank discs in a stack in the Input Disc Basket. Just make sure that the first disc on the stack is a master disc and the last disc of the stack is a blank.

How this works is after loading the input basket with your master(s) and blank discs and starting the job the Disc Transport Robot will pick the top disc (master) off the stack, place it into the CD/DVD Recorder then "rip" it onto the selected Hard Drive. The Disc Transport Robot will then move the master to the Output Disc Basket pick up the next (blank) disc from the Input Disc Basket and place it into the CD/DVD Recorder. This blank disc is then burned with the image from the previously Ripped master disc.

Blank discs underneath master discs in a stack will continue to be burned from the same image until another master disc is picked from the stack and read, then that master will be ripped, replace the previous master image and then have its image written to the blank discs below it.

This series of master to blank discs may be done in any number of variable combinations.

Note: If there are two consecutive master discs in the stack, the earlier master will not be written, because there is no blank disc to write its image to.



Streaming Options

Save Disc Images to (Optional): If selected in addition to copying the disc, an ISO file (or a set of WAV files, if source is an audio CD), will be written to the path that you specify.

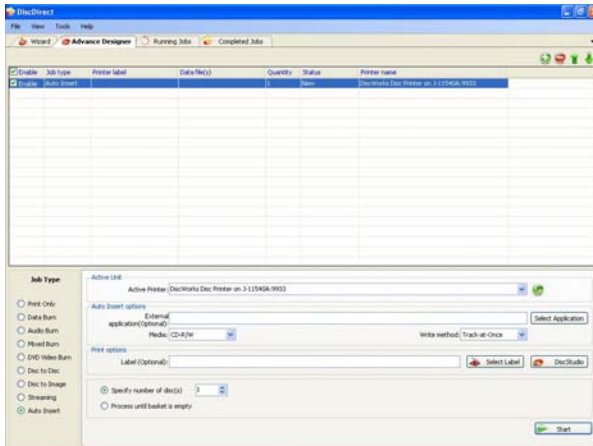
Burn Options (see Page 41-42)

Specify number of discs(s) is the area where you can manually enter the number of discs you would like to label.

Process until basket is empty is an area, when checked will print the selected label on every disc in the Input basket.

Auto Insert

This mode is intended for advanced users only and requires an understanding of the use of command line instructions. It allows you to link a third party program to be run when a disc is inserted. For example a popular program like Apple iTunes (if installed) has a feature that lets you rip music CDs in your collection automatically when inserted into a CD/DVD drive. Using DiscDirect Auto Insert mode and linking it to iTunes, the **Media Publishing System** automatically load all music CDs in the Input Disc Basket, rip them with the Internal CD/DVD Recorder and then save them in a format specified by iTunes such as MP3, AAC or AIF. For this example no command line settings are required.



After the discs to be ripped in Auto Insert mode are loaded in the Input Disc Basket, a command line link and instructions may be typed into the **External Application Command Line** box.

Below are the command line variables that you may use in the command line arguments to the external application:

__SERIAL__ is replaced with disc serial number

_ DRIVE _ is replaced with drive letter (e.g. C)

_ LABEL _ is replaced with disc label

__SIZE__ is replaced with disc size in bytes

__ID__ is replaced with a unique number

__ARTIST__ is replaced with disc artist

__TITLE__ is replaced with disc title

__TRACKCOUNT__ is replaced with track count

__TRACKNAME__ is replaced with track name

Auto Insert Example:

Myrippingprogram _ DRIVE __:\mydiscimages\ __ LABEL _ -
_ SIZE _ - _ SERIAL _ .iso

Assuming disc data is:

drive is E

Label is MyWildTime

size of disc is 3245678

serial # is 13267B5

myrippingprogram E:\mydiscimages\MyWildTime-3245678-13267B5.iso

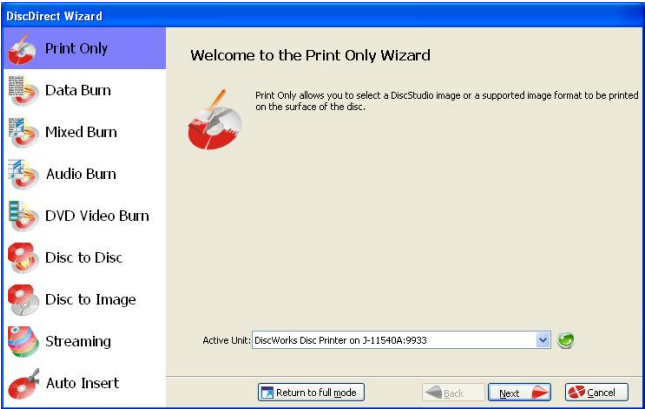
Wizard Mode

Job Types

The following is a list of all the Job Types that can be performed by your **Media Publishing System** with the **DiscDirect** software, and a short description of their purpose and advantages.

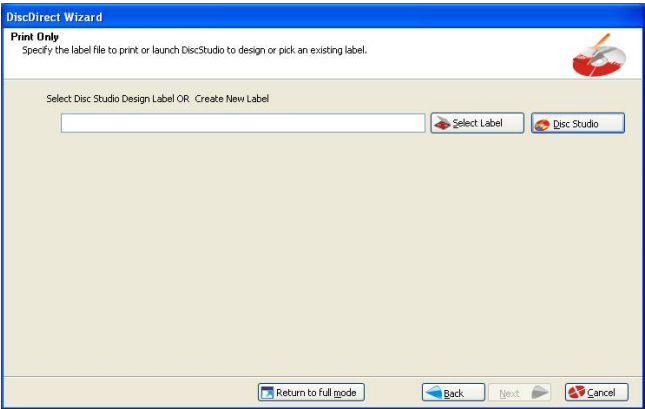
Print Only

This option allows you to select an image created in **DiscStudio** or any supported image file and print it onto single or multiple printable discs.

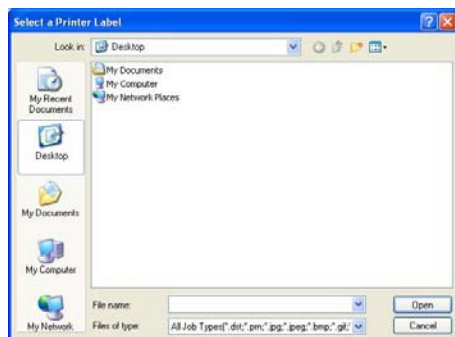


Note: Return to full mode will switch over to Advanced Designer View

Click **“Next”**

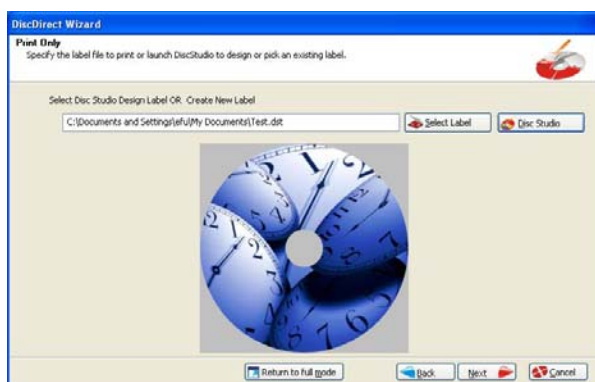


Select Label button will allow you to open a label you have already created within DiscStudio.



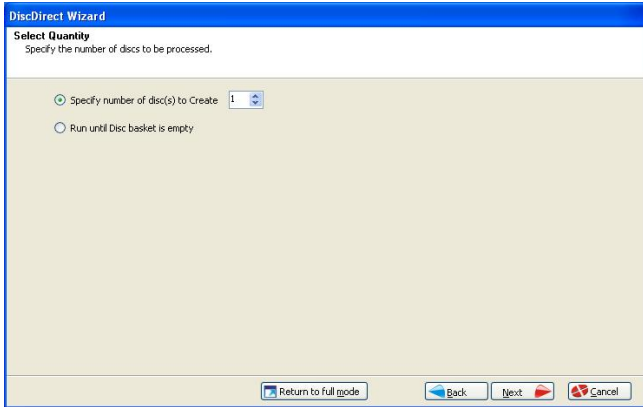
Disc Studio button will launch **Media Publishing System** DiscStudio where you may create a new label. To create a new label using Disc Studio refer to Page 89.

After selecting the file from **Look in** option, name File in File name and then click on **Open** to see the following

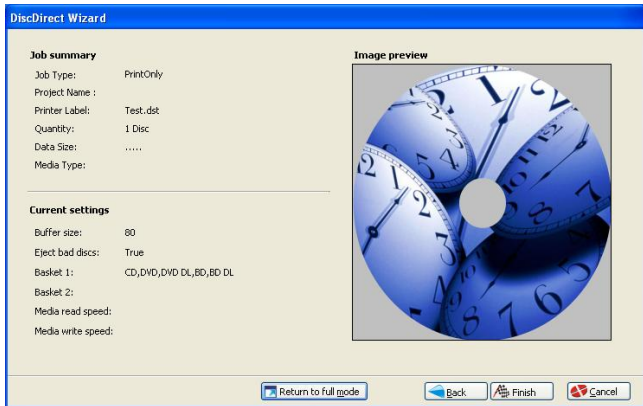


This window will show the preview of the label that's selected in the previous image. Click on **"Next "**to specify the number of discs.

Note: Return to full mode will switch over to Advanced Designer View



Specify Number of Discs box is the area where you can manually enter the number of discs you would like to label, or, you may select *Until Empty*, which will print the selected label on every disc in the Input Basket and when finished shuts down.

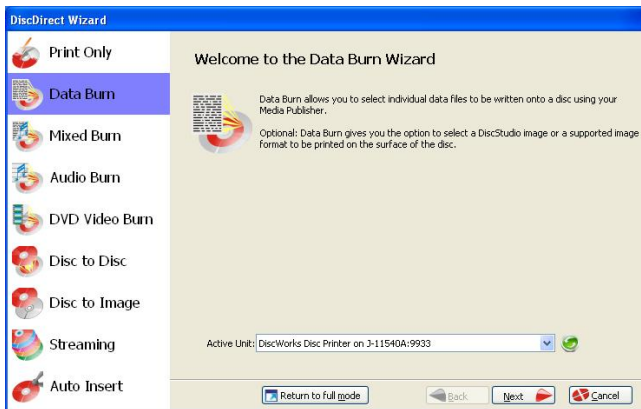


When you click on finish the **Media Publishing System** Disc Transport Robot automatically moves the disc from the specified (the left basket by default) Input Disc Basket into the printing tray then after printing is finished moves the printed disc to the Output Disc Basket (the right basket by default).

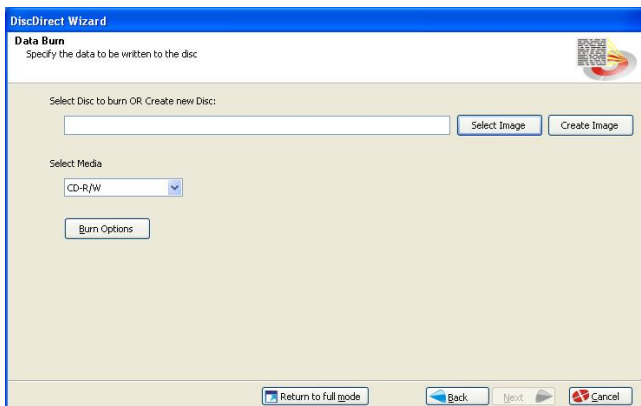
Note: Return to full mode will switch over to Advanced Designer View

Data Burn

This option uses the integrated CD/DVD recorders in the **Media Publishing System** DVD to burn data files or print disc images onto the specified number of CD/DVD discs. The Disc Transport Robot automatically moves the disc from the Input Disc Basket into the CD/DVD recorder then after writing to the disc moves the recorded disc to the Output Disc Basket. Data Burn also gives you the option to print your own label onto the completed disc (see Print Only) in which case, after the disc is removed from the CD/DVD recorder it will be placed into the print tray to be printed before finally being placed into the Output Disc Basket.

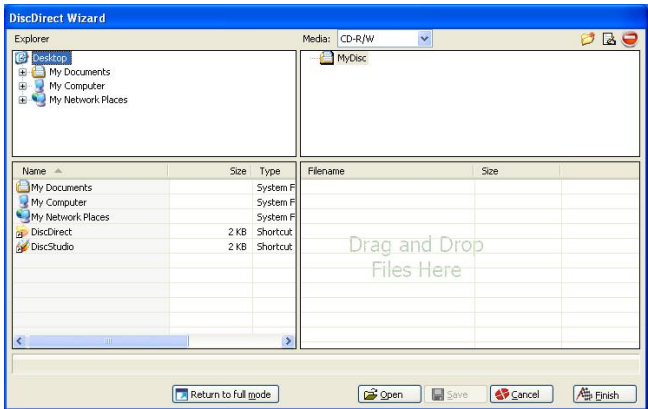


Click **“Next”** to start the wizard



Select Image button allows you to select a file from your computer to burn to a disc, such as an ISO (disc image file), or a .dwd file (a Data Burn project previously created in Disc Direct). Note the small drop down box in this screen. Click here to select the type of media (CD-R/RW, DVD+-R/RW, DVD+-R/DL, BD-R/RE or BD-R/RE DL) that you will be burning to.

Create image button will bring up the following window



Lower left box: displays the contents of any folder highlighted from the upper left box.

Lower right box: drag your folders/files to this box to add to your project.

Upper right box: is similar to the lower left box. Once you've added folders/files to the upper right box, you may see what is in a specific folder by clicking on it in the Upper right box and its contents will be displayed in the Lower right box.

The Three buttons at the top right corner are:



- 1) Create Folder
- 2) Rename
- 3) Remove

NOTE: Please note the buttons on the upper right. With these buttons, you may remove files from your project, create a new folder within your project, and rename a file or folder.

In addition the capacity bar at the bottom of the screen. Shows graphically and numerically how much "space" your projects will take which will vary depending on the media type selected.

Open button allows you to select an ISO image from your computer to burn to a disc or a .dwd file (a Data Burn project previously created in **DiscDirect**).

Save button allows you to save the job as DiscWorks Data job (.dwd) and click **Finish** to return to the main DiscDirect window.

If you click **Finish** with out saving the following windows appears.

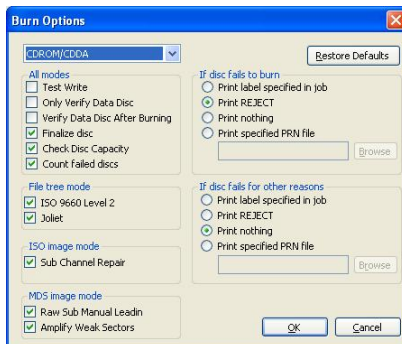


Click on **yes** to save the file to the desired location. If you click on **No**, Disc Direct will name your project **Temp.dwa**. You will then return to the main window. Click on Next for labeling procedure Refer Print only Wizard page 53.

Click **"Next"** and specify the label you want to print .

Edit Disc Image will be seen only when you click on the Finish button after you specify the files to be burned. This button will help you to make any modifications to the existing Disc Image that you've created.

DiscDirect Burn Options



This window allows you to select the type of disc you wish to create. You can create either a CD-ROM/CDDA which is used for almost all general purpose CD players, or a CD-XA which should only be used for very specific applications.

Test Write lets you test the compatibility of your disc media with the job to be burned without actually burning the disc (Only in case of DVD's).

Only Verify Data Disc is to be used if you burned a disc and meant to choose Verify Data after Burning but did not. The original disc / project must be loaded for this option.

Verify Data after Burning will verify the data on the created disc upon completion of the burning process.

Finalize Disc will "close" the disc being burned so that no further data can be written to it.

File Tree Mode allows you to select how the burned disc will be read. In most cases you should leave both ISO 9660 Level 2 AND Joliet checked. This allows wider compatibility of your burned disc with most available CD/DVD readers.

ISO image mode Sub Channel Repair should always be checked. This function checks the sub channels (of an ISO) to see if they have invalid data, and if they do, will attempt to fix them.

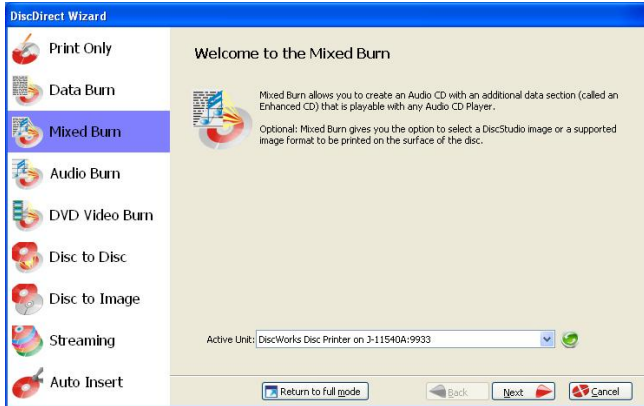
If disc fails to burn/rip specifies what the Media Publishing System will do in the event it cannot burn or rip the current disc. By default you Media Publishing System will print "REJECT" on the disc so you can sort through any bad discs easily. Also available are to continue and Print the label

Specified in job on the disc anyway, Print nothing or Print specified PRN file which would use a specified file to tell the Medley what to do with the "Bad" disc.

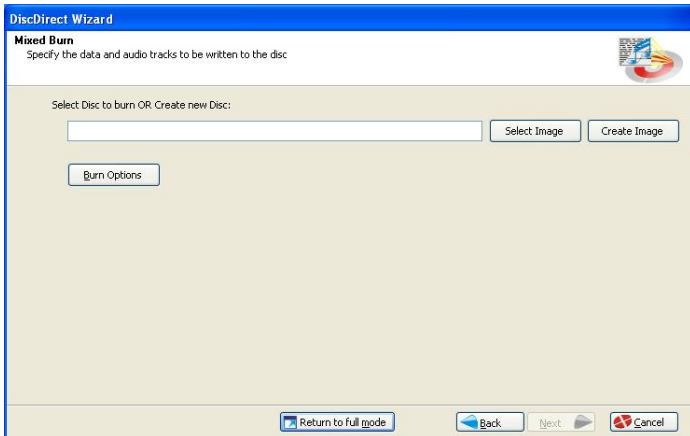
If disc fails for other reasons specifies what the **Media Publishing System** will do if a disc is rejected for another reason, and example of which could be that a CD has been loaded into the drive when the job calls for a DVD sized disc. In such cases by the default the **Media Publishing System** will by default print nothing on the disc so you can still use it later and continue with the job. Also available are to Print the specified label in job on the disc anyway, Print REJECT onto the disc or Print specified PRN file which would use a specified file to tell the **Media Publishing System** what to do with the "Bad" disc.

Mixed Burn

This option creates a disc with both a Data section, and an Audio section (called CD-Extra). You will be asked to add data at the beginning of the disc, and then create add audio tracks on the disc.

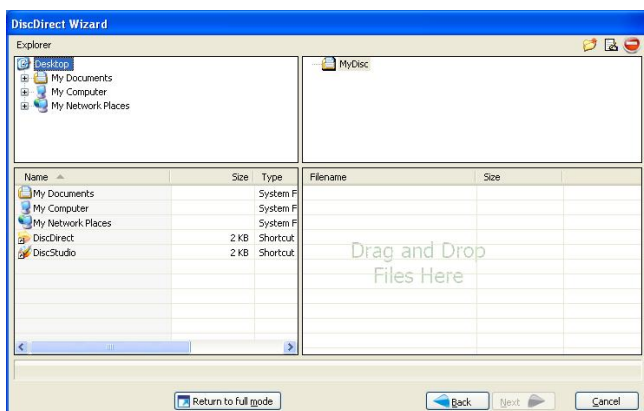


Click **“Next”**



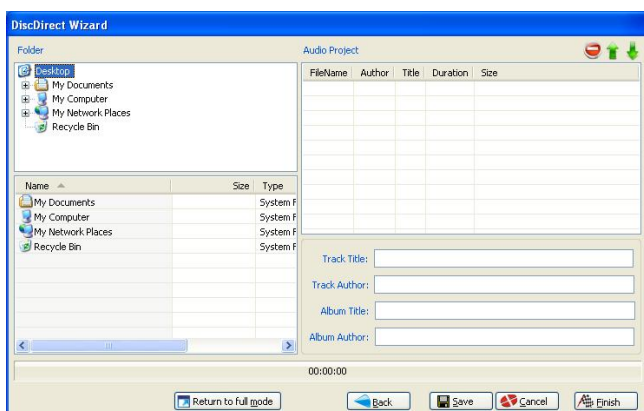
Select Image button allows you to select a file from your computer to burn to a disc, such as an ISO (disc image file), or a .dwm file (a Audio Burn project previously created in Disc Direct). Note the small drop down box in this screen. Click here to select the type of media (CD-R/RW, DVD+-R/RW, DVD+-R/DL, BD-R/RE or BD-R/RE DL) that you will be burning to.

Create image button will bring up the following window

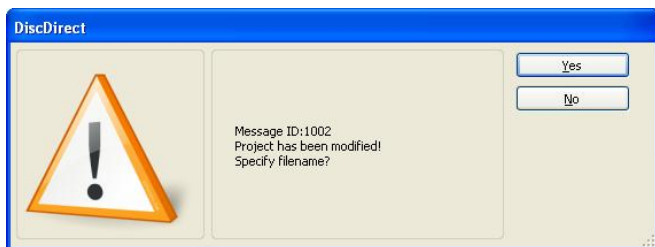


In this window you need to drag & drop the data first and then click next to move to audio files.

The top left panel in the window shows a tree view of all the files on your computer. The lower left panel shows all the files within any folder selected in the top left panel. The right panel is where you drag and drop files to be burned to your Mixed CD. When you have chosen all the files you wish to be burned to disc click **“Next”** and the below window appears where you can specify the audio files to be burned.



The top left panel in the window shows a tree view of all the files on your computer. The lower left panel shows all the files within any folder selected in the top left panel. The top right panel is where you drag and drop audio tracks to be burned to your audio CD. The lower right panel displays the info about the tracks selected. After choosing all the audio tracks you wish to be burned to the disc. Click the **Finish** Button, a window will prompt (see Image below).



Click on **yes** to save the file to the desired location. If you click on **No**, Disc Direct will name your project **Temp.dwa**. You will then return to the main window.

Click **"Next"** and specify the label you want to print (Refer to Print only).

See Print only (page 38)

Click **"Finish"** where your Mixed Burn job will be sent to the **Media Publishing System**.

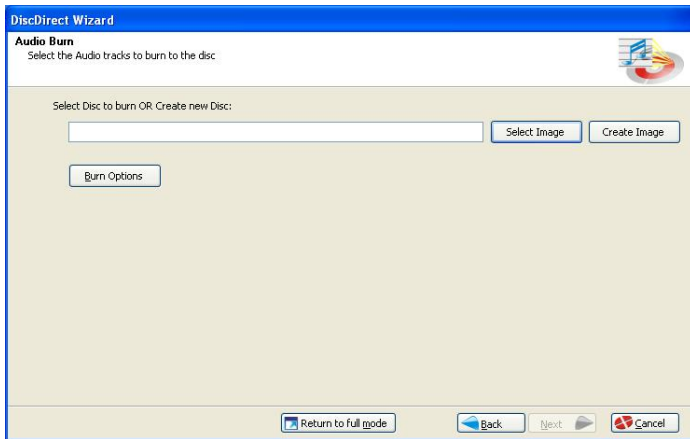
Audio Burn

Audio Burn option creates an audio disc that is playable in any music CD player.

Audio Burn also gives you the option to print your own label onto the completed disc (see **Print Only Mode** on page 38). Which if selected, after the disc is removed from the CD/DVD recorder it is placed into the printing tray to be printed before finally being placed into the Output Disc Basket.



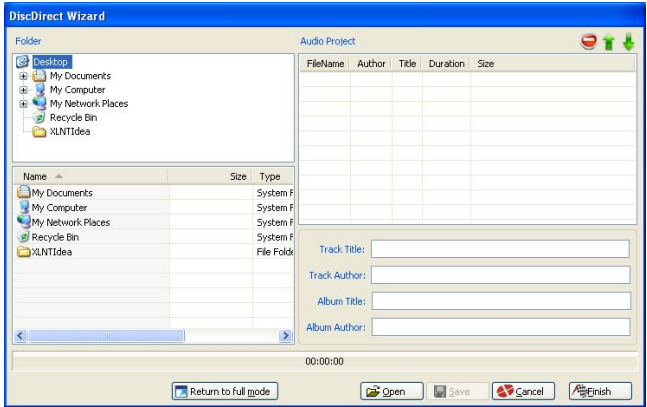
Select Audio burn and then click on next to the image below



Select Image allows you to select a file from your computer to burn to a disc, such as an ISO (disc image file), or a .dwa file (an Audio Burn project previously created in Disc Direct).

For Burn Options refer page 58-59

The **Create Image** button brings up the following screen:



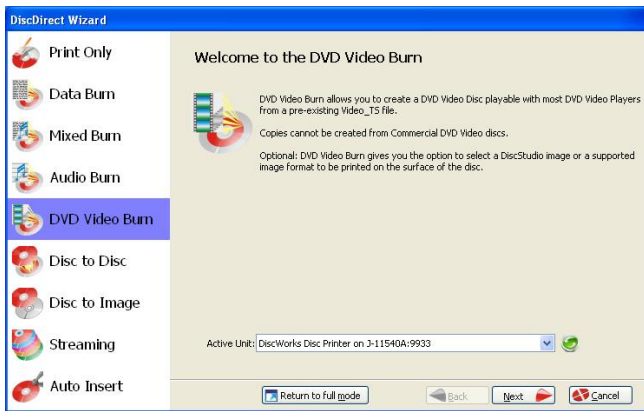
The top left panel in the window shows a tree view of all the files on your computer. The lower left panel shows all the files within any folder selected in the top left panel. The right panel is where you drag and drop audio files to be burned to your audio CD. The lower right panel will display the selected track info. When you have chosen all the files you wish to be burned to disc and have named the audio CD to be burned, click the Finish button, you will be prompted to specify a file name. If you select No, Disc Direct will name your project temp.dwa. You will then return to the main window click **“Next”** and specify a label (Refer **Print Only page 53**)

Click **“Next”** and specify the label you want to print

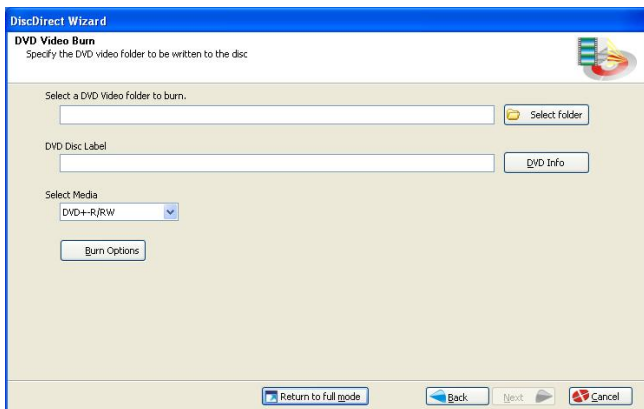
Click **“Finish”** where your Audio Burn job will be sent to the **Media Publishing System**.

DVD Video

DVD Video option creates a DVD Video disc playable in most commercial DVD players. You must use an external application to create a VIDEO_TS file or copy a pre-existing VIDEO_TS FOLDER directly from the pre-existing DVD Video-Disc



Click **“Next”** and specify the VIDEO_TS folder location by clicking **“Select Folder”**.

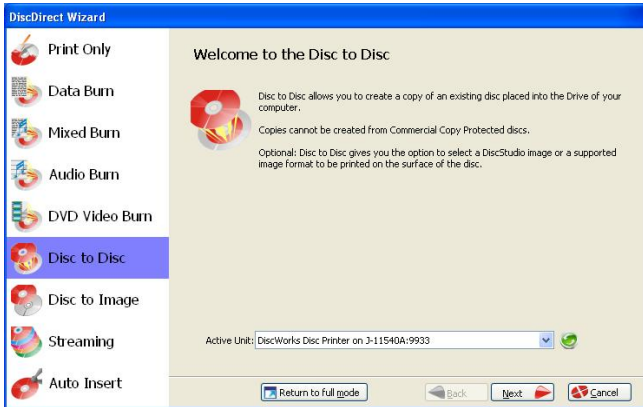


Click **“Next”** and specify the label to be printed (Refer **Print Only page 38**) and then click **“Finish”** where your DVD Video job will be sent to the **Media Publishing System**.

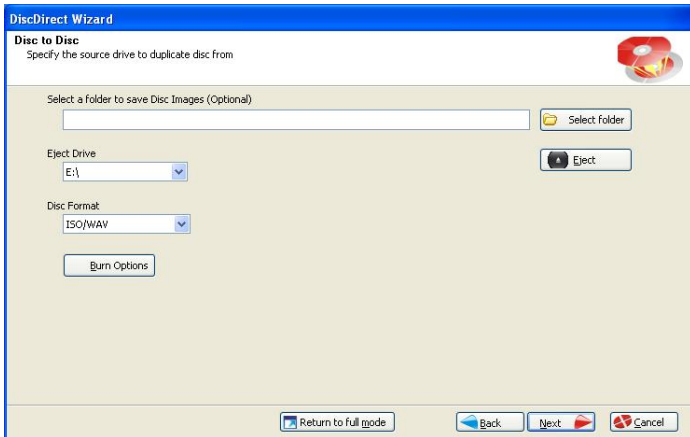
Disc to Disc Mode

This mode allows you to duplicate a disc directly from the Master disc. This option cannot be used to make a copy of a copy-protected disc. The computer's DVD drive will serve as a master drive.

Note: Computer must have a DVD drive to use **Disc to Disc Mode**



Click **“Next”**



Select Folder: This is optional. If selected (by clicking the **Select Folder** button), in addition to copying the disc, an image will be written to the path that you specify.

Eject Drive will let you select from the available drive(s) installed on your computer as the master drive from which you can read the disc you wish to copy. The **Eject** button ejects the selected drive so you may insert the disc you wish to copy.

For Burn Options refer page 58-59

Click **Next** for printing options (**See Print only** page 53)

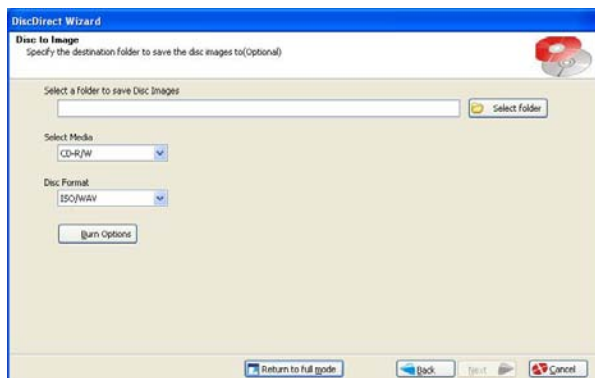
Click **“Finish”** this will send a disc to disc job to the **Media Publishing System**.

Disc to Image

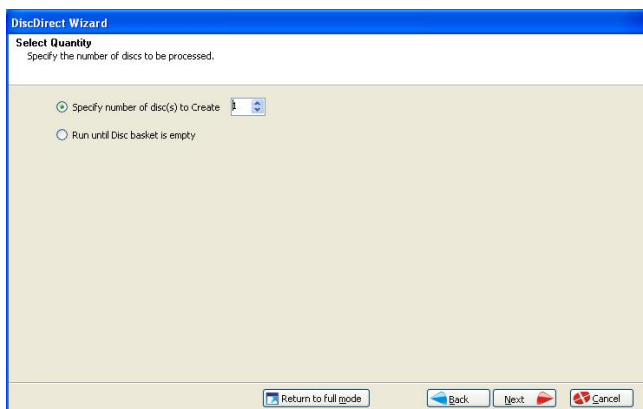
This is a used to "rip" a disc onto your computer. If your source is a data disc, an "ISO" (a single file, containing the entire contents of the disc) will be saved to your computer. If your source is an audio CD the individual tracks will be converted into WAV (audio) files and saved to your computer. This option also cannot be used to make an image of a copy-protected disc.



Click **“Next”**



“Select Folder” and specify the path of the folder where you want to save the images and select the appropriate media. The next screen will look like this.



Specify Number of Discs box is the area where you can manually enter the number of discs you would like to create images, or, you may select *Until Empty*, which will create the images of all the discs in the Input Basket and when finished shuts down.

Streaming

Streaming Mode will "rip" master discs and then burn blank discs placed into the Input Disc Basket. To do this, mix any number of

master and blank discs in a stack in the Input Disc Basket. Just make sure that the first disc on the stack is a master disc and the last disc of the stack is a blank.



How Streaming works

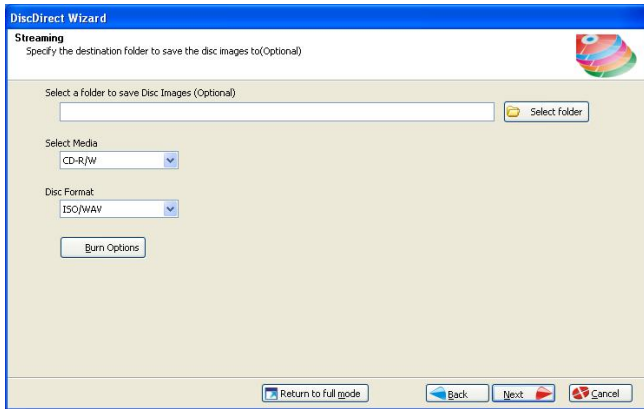
After loading the input basket with your Master(s) and blank discs and starting the job the Disc Transport Robot will pick the top disc (master) off the stack, place it into the CD/DVD Recorder then "rip" it onto the selected folder of the Hard Drive. Now the

Disc Transport Robot will move the master disc to the Output Disc Basket, then picks the next (blank) disc from the Input Disc Basket and place it onto the CD/DVD Recorder. This blank disc is then burned with the image from the previously Ripped master disc.

Blank discs underneath Master discs in a stack will continue to be burn from the same image until another Master disc is picked from the stack and read, then that master disc will be ripped, replace the previous master image and then have its image written to the blank discs below it.

This series of master to blank discs may be done in any number of variable combinations.

Note: If there are two consecutive master discs in the stack, the previous master disc will not be written, because there is no blank disc to write its image.



Select a Folder to Save Images: This is optional. If selected (by clicking the Select Directory button), in addition to copying the disc, an ISO file (or a set of WAV files, if source is an audio CD), will be written to the path that you specify.

Select Media helps you in selecting the right Media

For Burn Options refer page 58-59

Click **“Next”** for quantity and printing options

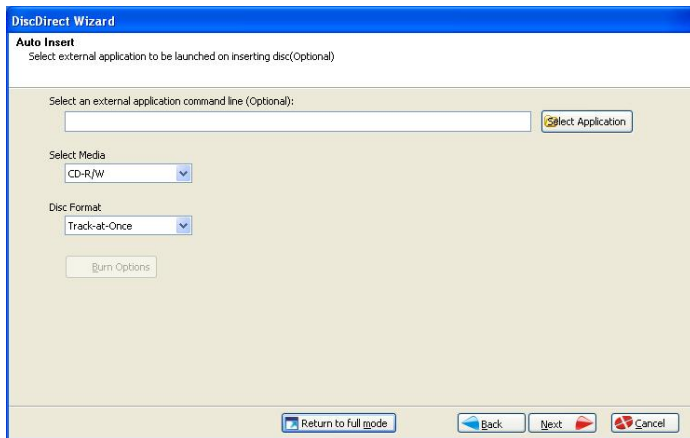
Auto Insert

This mode is intended for advanced users only and requires an understanding of the use of command line instructions.

It allows you to link a third party program to be run when a disc is inserted. For example a popular program like Apple iTunes (if installed) has a feature that lets you rip music CDs in your collection automatically when inserted into a CD/DVD drive. Using DiscDirect Auto Insert mode and linking it to iTunes, the **Media Publishing System** load all music CDs in the Input Disc Basket, rip them with the Internal CD/DVD Recorder and then save them in a format specified by iTunes such as MP3, AAC or AIF.



Click **Next**



Select Application will allow you to select an application.

For this example no command line settings are required.

After the discs to be ripped in Auto Insert mode are loaded in the Input Disc Basket, a command line link and instructions may be typed into the **External Application Command Line** box.

Below are the command line variables that you may use in the command line arguments to the external application:

__SERIAL__ is replaced with disc serial number

_ DRIVE _ is replaced with drive letter (e.g. C)

_ LABEL _ is replaced with disc label

__SIZE__ is replaced with disc size in bytes

__ID__ is replaced with a unique number

__ARTIST__ is replaced with disc artist

__TITLE__ is replaced with disc title

__TRACKCOUNT__ is replaced with track count

__TRACKNAME__ is replaced with track name

Auto Insert Example:

Myrippingprogram _ DRIVE __:\mydiscimages\ __ LABEL _ -
_ SIZE _ - _ SERIAL _ .iso

Assuming disc data is:

drive is E

Label is MyWildTime

size of disc is 3245678

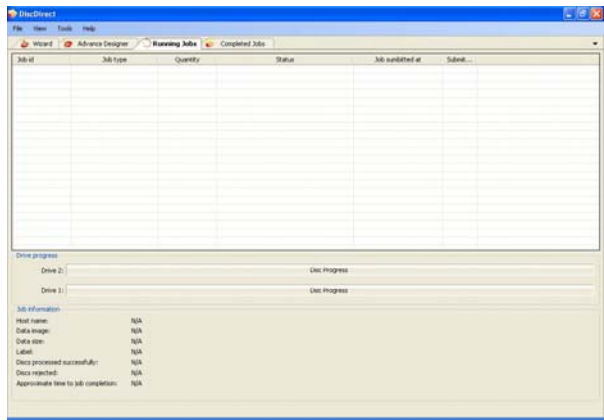
serial # is 13267B5

myrippingprogram E:\mydiscimages\MyWildTime-3245678-13267B5.iso

Running Jobs

Click the Running Jobs tab to see all of the current jobs sent to the **Media Publishing System** in the order sent. The current jobs are shown in the list at the top of the window below in the order they will be processed from the top downward.

The progress bars in the middle of the window show the percentage as well as the current speed of the CD/DVD drives of your **Media Publishing System** if so equipped.



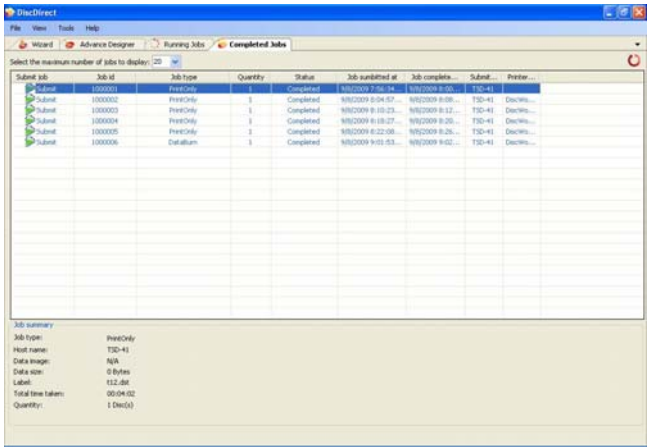
In the above example, one projected is listed, and will be completed, similarly more projects can be added and these will be completed one after the other from the top down.

Completed Jobs

Click the **completed Jobs** tab to see all of the finished jobs sent by the **Media Publishing System** in the order sent. The current jobs are shown in the list at the top of the window below in the order they will be processed from the top downward.

Select the Maximum number of Jobs to display allows you to select the maximum no of jobs to be displayed that's ranges from 20-100

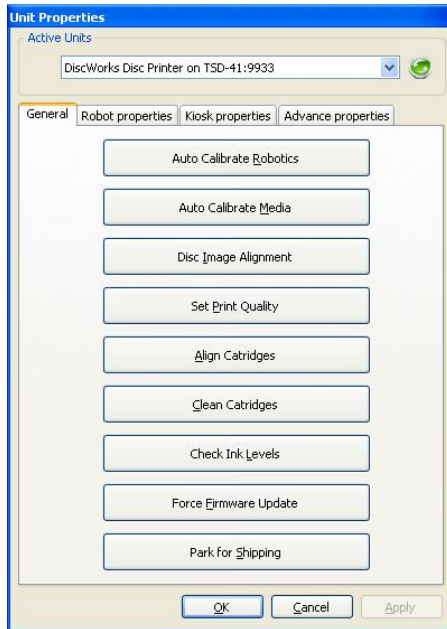
The bottom panel of the window describes the job summary and also a preview of the label if any print job is given.



DiscDirect Unit Properties

General

With the DiscDirect main window open, click on **Tools > Unit Properties** to open the following window.



Auto Calibrate Robotics button explained earlier in the **Media Publishing System** Setup Step 6 (Page 26) will automatically set the operating values for the Disc Transport Robot. If you are using a Media Publishing System then you do not need to place a disc in the disc drive as it does not have a disc drive.

Also if after using the Media Publishing System for a period of time, you notice the Disc Transport Robot is slightly inaccurate in its picking/dropping of discs, you may manually correct this by changing the values of the Robotic Y Axis Offsets in the lower right of the window. Increasing the number will step the Disc Transport Robot to move slightly to the right, and decreasing the number will (respectively) adjust the Disc Transport Robot to the left.

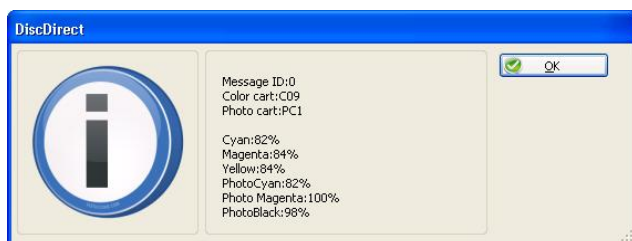
Auto Calibrate Media button due to differences in the reflective nature of the surface between manufacturers of CD, DVD or BD discs as well as the brightness of the environment where the unit is operating the Media Publishing System may have problems

determining that certain discs has been placed into the print tray. If your Media Publishing System has developed a problem sensing a disc and ejects the print tray without printing this may be the problem. Open the front lid, place the type of disc you are now using into the input basket, close the lid and click the **Auto Calibrate Media** button and the Media Publishing System will place a disc into the print tray to calibrate it to the internal sensor and will then save the setting.

Disc Image Alignment is explained earlier in the Media Publishing System Setup section this button opens the Disc Image Alignment window which provides adjustment of the printed image and sets print alignment. **For step by step explanation refer page 26.**

Set Print Quality button opens the standard Media Publishing System print properties window allowing you to change the quality of output for your printed image. **For more information refer page 124.**

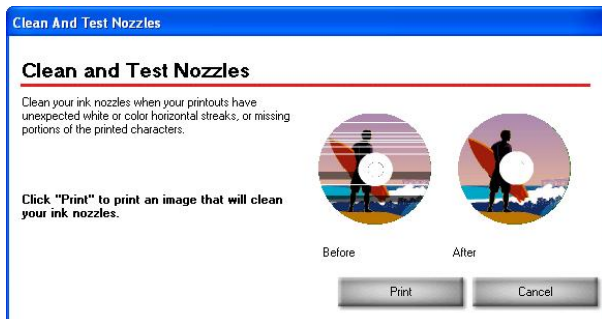
Check Ink Levels button opens a window showing the percentage of ink left in each installed cartridge. If the ink levels show 0% and the cartridges are new you may have not have performed an Ink Cartridge Calibration (see Step 5, pg 19) after the cartridges were installed.



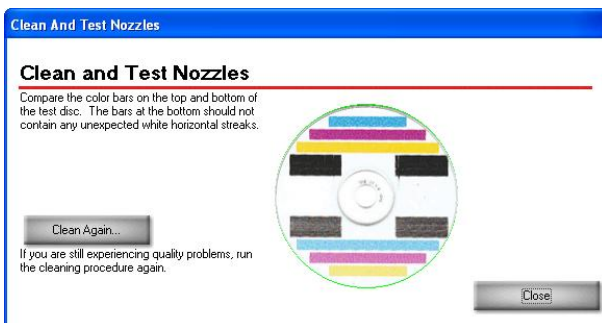
Align Cartridges button explained earlier in the Media Publishing System Setup section this button opens the Align Cartridges window that is used to align the ink jet cartridges whenever an ink jet cartridge is changed or installed. **For step by step explanation refer page 26.**

Clean Cartridges button prints a test pattern into a disc in order to both clean the cartridge and ascertain if there is a problem with the

current cartridges being used. Not all nozzles in a ink cartridge are open and functional, performing this step will improve print quality.



Place a printable disc in the left basket and then click on print to print a test pattern which will clean the ink cartridge.



Compare the color patterns on the top and bottom of the printed disc. The bars at the bottom of the disc should not contain any unexpected white horizontal streaks. If you are still experiencing print quality problem then run the cleaning procedure again.

Park for Shipping button automatically moves the Disc Transport Robot into shipping position to keep it from being damaged when the printer is being transported. See page 133 for shipping details.

Force Firmware Update button will automatically update the firmware of the Media Publishing System to the latest version.

Robot Properties:

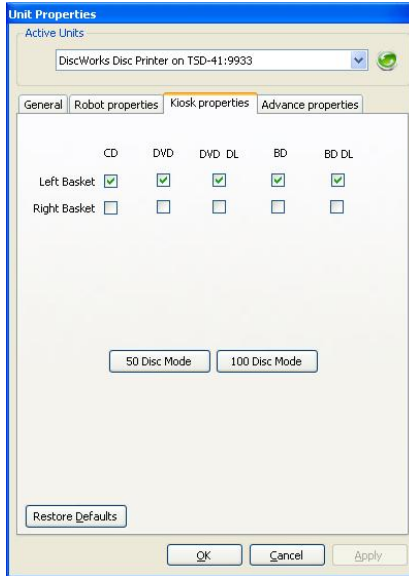
The screenshot shows the 'Unit Properties' dialog box with the 'Robot properties' tab selected. The 'Active Units' dropdown is set to 'DiscWorks Disc Printer on TSD-41:9933'. The 'Robot y Axis Offsets' section contains five spinners, all set to 0: 'Offset for Basket 1', 'Offset for Basket 2', 'Offset for Drive(s)', 'Offset for Eject', and 'Offset for Printer Tray'. The 'Robot Speeds' section contains two spinners, both set to 0: 'Y-axis speed' and 'Z-axis speed'. The 'Pick Offset' spinner is set to 50. A 'Restore Defaults' button is located at the bottom left. At the bottom right are 'OK', 'Cancel', and 'Apply' buttons.

Robot Speeds used for testing purposes only as it will increase the up and down and right and left speeds of the Disc Transport Robot. Default is set to (0) zero.

Pick Offset (for testing purposes only) Changes the point in up and down motion where the sensor triggers on the Disc Transport Robot to pick a disc from any position. A number of 75 is the default setting a lower number triggers the sensor earlier, a higher number triggers the sensor later.

Restore Defaults will reset all settings in the unit properties window to their factory defaults.

Kiosk Properties:



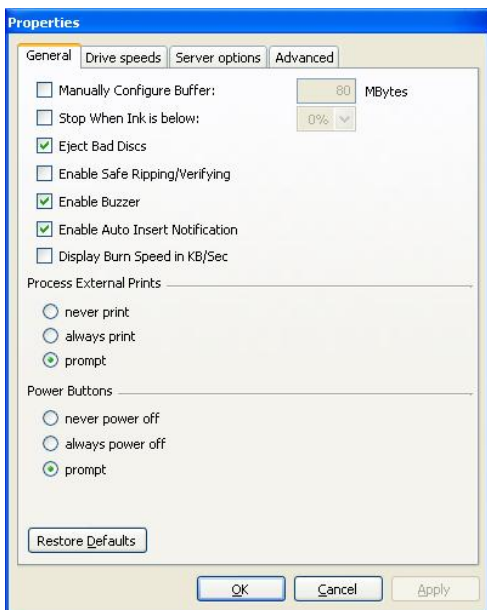
Kiosk Properties: allows the Disc Transport Robot to use both the right and left baskets as input baskets. By default only the check boxes for Basket 1 (left basket) are checked which allows a standard 50 disc capacity for the Media Publishing System. Only if the optional Media Publishing System Kiosk kit is installed you may enable 100 disc mode by clicking on 100 Disc Mode this will use both baskets as input baskets allowing a capacity of 100 discs and use the Center Output Area and the Kiosk kit basket as an output area. Please note that Media Printing system is pre configured for 100 discs and no special adapter is required for 100 discs.

Advance Properties should only be modified after contacting Technical Support.

DiscDirect Properties

General

With DiscDirect open click on **Tools > Properties:** this will open the following window. Below are the explanations of the different settings available within this window.



Manually Configure Buffer will allow you to manually add Random Access Memory (RAM) space to be used by DiscDirect. Helpful if you are using the Media Publishing System and DiscDirect on particularly slow systems.

Stop when Ink is below will stop the Media Publishing System when ink in one or both of the cartridges falls below a predetermined level.

Eject Bad Discs will place a disc with errors determined by the Media Publishing System to the center input area. The option is turned on by default.

Enable Safe Ripping / Verifying automatically checks the image being read from or writing to an image file, DiscDirect will alert you if you try burning a disc from a disc image that contains errors. DiscDirect will also try to correct any errors found as the software reads any master disc to be turned into an image file.

Power Button will alert you if the Power Button of the Media Publishing System has been pressed. By default this is set to “prompt” as a window will pop up within DiscDirect asking you if you want to shutdown. Selecting the other option “never power off” will not allow you to

Shut the Media Publishing System until you have finished or quit all jobs and DiscDirect has been closed. Selecting “always power off” will automatically turn off the Media Publishing System even if there are jobs still open.

Process External Prints allows print jobs from any application to be sent to the Media Publishing System. By default this is set to prompt to prevent any printing conflicts as many applications cannot correctly print within the borders of a normal disc area.

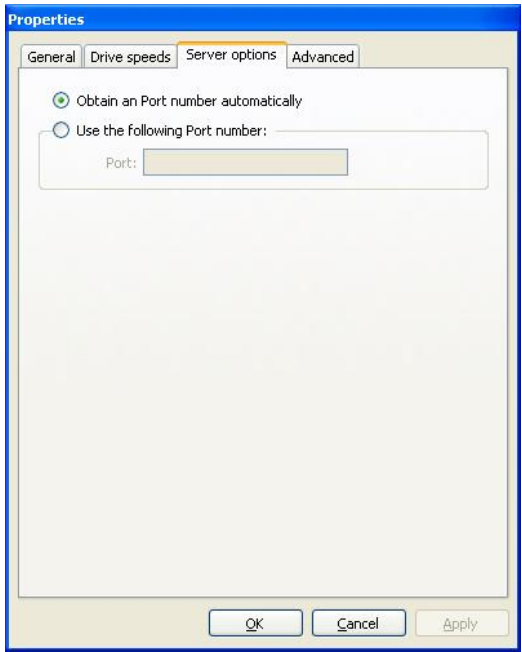
Restore Defaults will reset all settings in the properties window to their factory defaults.

Drive Speeds



Drive Speed: These pull-down menus for the CD/DVD recorders read and write speed allow you to change the maximum speed of the reading and writing (all changes will apply to both recorders if so equipped). Although the Media Publishing System will default to the fastest speed of the installed CD/DVD recorder(s) there are times you will want to slow the drive(s) down. This can be useful burning some types of discs or disc images, particularly DVD-Video and VCD discs which need to be burned at slower speeds to be readable in many players.

Server Options



Server Options is used to change the default TCP/IP port which is used for communication between the client and the server. This setting should only be changed if the default port used by DiscDirect server is already in use or if your network does not allow you to use the default port.

Note: 9933 is the default port used by Media Publishing system client and server.

Advanced

This option is used to change the default language for DiscDirect.



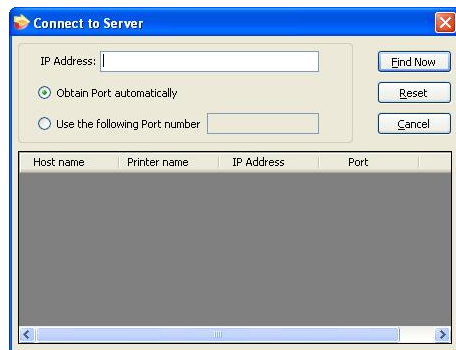
Network Mode

We can configure Media Publishing system in client-server model, using this mode print and burn jobs can be created and submitted from a client machine on the windows network to a Media Publishing system which is connected to another computer acting as a server.

By default whenever Disc Works and Media Publishing System is installed on a PC it acts as a server using pre configured port settings.

In order to connect to a remote Media Publishing system server we need to install Discworks software and then connect to a server.

Connect to server is used to access the **Media Publishing System** that is connected to a server from a client system. In order to access the **Media Publishing System** from a client you need to install the **Disc Works** software on the client.



To connect to a **Media Publishing System** on a Server

1. Launch the DiscDirect application from the start menu.
2. From the menu bar choose Tools→Connect to server a dialog box appears.
3. Click on **Find now** if you want DiscDirect to search your entire network for a DiscDirect server, you can also perform a search by specifying the IP address of the server and the port number of DiscDirect server.
4. Select the appropriate DiscDirect server and then click **connect**.

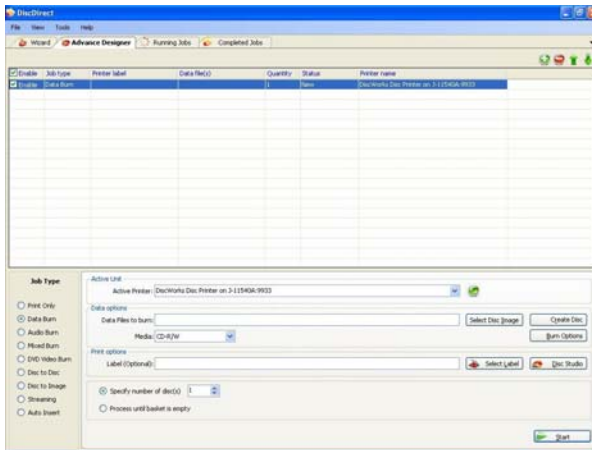
Once DiscDirect is connected to a server the name of the printer appears as Active Unit.

Note: Before you can access the **Media Publishing System** from a client computer one has to make sure that the DiscDirect software should be opened on the server machine. Network mode has limited capabilities and is not fully supported.

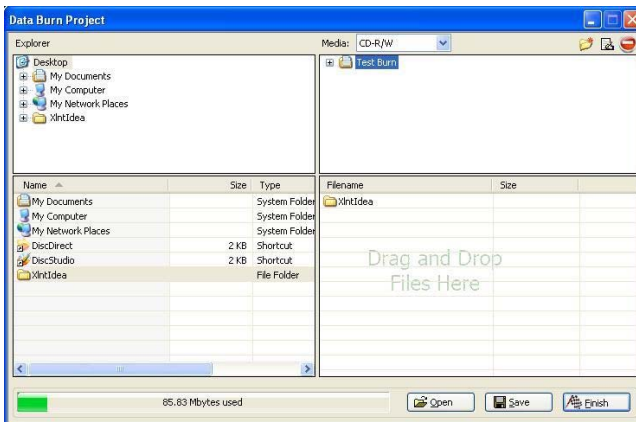
Sample Session: Burning a CD/DVD

This tutorial will walk you through one of the available CD/DVD burning options in **DiscDirect** software when used with your Media Publishing System.

Open the **DiscDirect** program and click on the **Advance Designer**. Click on **Data Burn** job type. The window will change to the following window (below):

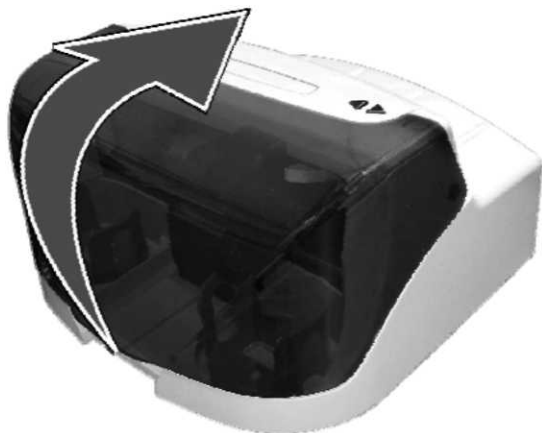


Click the **Create Disc** button to open the following window:



Navigate through the files in the tree view in the upper left hand panel noting that the view will change in the lower panel as you

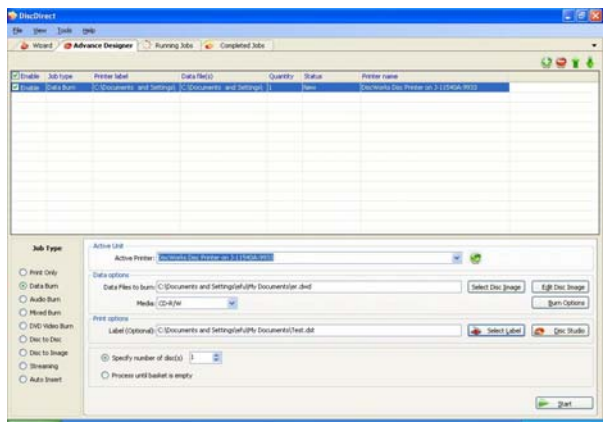
Open the Front Cover of your Media Publishing System.



Load the Input Disc Basket with a blank disc of the type matching those you selected in the media window.



Close the Front Lid and return to the **DiscDirect** window.



Click the "Start" button. This will send the job to the Media Publishing System, and the Disc Transport Robot will pick a disc from the Input Disc Basket and load it into an available CD/DVD Recorder. When the recorder has finished writing to the disc it will eject the tray, the Disc Transport Robot will pick up the disc from the tray and place it into the Output Disc Basket. When the Disc Transport Robot has stopped moving you may then open the front lid and remove your disc.

Congratulations! You have now burned your first disc using DiscDirect and the Nexis Pro.

DiscStudio - Graphics Design

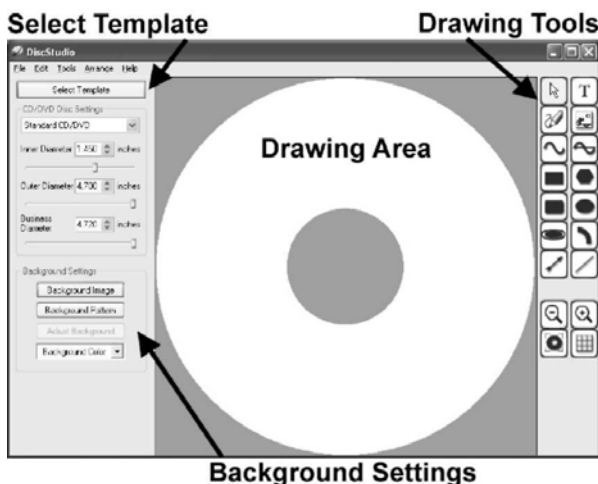
The DiscStudio software included with your printer as part of the Disc Works package and is a full featured software solution for the design and printing of full color labels directly onto ink-jet Printable CD/DVD/BD discs with your new Media Publishing System.

Installation

DiscStudio is installed automatically as part of the Disc Works package.

Navigation

The Disc Studio window is divided into 4 main sections, as shown in the illustration below.



Drawing Tools

These tools let you draw and manipulate objects of various shapes. You can set line colors, fill colors and gradients, move objects in front of or behind others, and select a grid to make alignment easier.

Select Template

Default templates are provided for various sizes of CD and may be further adjusted to fit your needs.

Background Settings

Lets you import and adjust bitmap graphic files to use as backgrounds.

Drawing area

This is where you place and manipulate elements of your design and preview the look of your label as you design it.

Included Fonts, Backgrounds and Clipart

The complete DiscStudio installation includes over 1.3GB of images files, clipart and fonts you can use to design your labels.

Fonts

A large selection of True Type fonts is included with DiscStudio. These fonts extend the system fonts you already have installed within Windows. By default you'll find these fonts in:

C:\Program Files\XLNTIdea\DiscWorks\fonts

The fonts installed with DiscWorks are not directly installed within Windows and are not available for use in other applications other than DiscStudio. This avoids slowing Windows performance that may occur when a large numbers of fonts are installed.¹

Backgrounds and Clipart

DiscStudio includes a large selection of background and clipart images. By default these are stored in the following folders:

C:\ProgramFiles\XLNTIdea\DiscWorks\Backgrounds

C:\ProgramFiles\XLNTIdea\DiscWorks\Clip Art

For further information about backgrounds and clipart see page 113.

You can use the normal Control Panel Fonts utility to install any of the supplied fonts if you need them for other applications.

To open or save DiscStudio files, or start working on a new label, click on the File option in the upper left of the DiscStudio window.

Labels can be opened and saved as single composite files, which include all backgrounds, artwork and text. These files can also be copied to another computer which has DiscStudio installed. To do this, when ready to save a label, choose *Save As Image*. To save the label without the need for copying the label to another computer, click on *Save As*, and choose a file name.

Starting a New File

When you start the DiscStudio application, it's all set for you to start creating a label. You don't actually need to use the *New* button to create a new file. However if you are done with one label and want to work on another, save the first label then select *File* → *New* to clear your workspace completely and begin the next label.

Saving a File

Once you have prepared your CD/DVD label, save it by selecting *File* → *Save*. This will open a standard Windows file dialog where you can choose the filename and location where your label should be saved.

By default, DiscStudio will save files in the *My Documents* folder. If you want to change this choose the folder you want using the file dialog window. Creating a "DiscStudio Projects" folder in My Documents may also be a good choice.

Opening a File

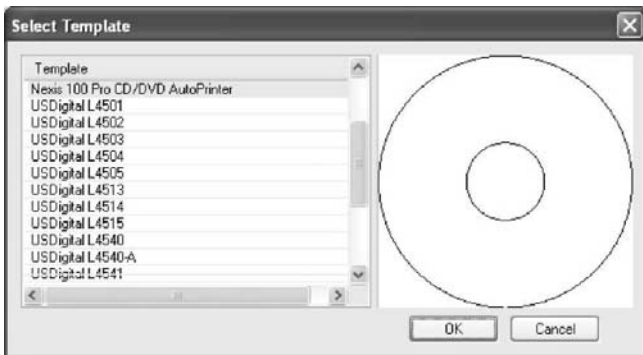
Select *File* → *Open* to open an existing label file and if the current label has not been saved will prompt you to save it.

Note: DiscStudio label files have the extension *.dst*.

The default folder is the My Documents folder unless you have changed this when previously saving a file. You can open DiscStudio files from any folder as the Windows file dialog window allows easy browsing to find the file you want.

Selecting a Template

To select a template, click the **Select Template** button (top right of the DiscStudio window) and choose Nexis 100 Pro CD/DVD Autoprinter for either the Media Publishing System DVD OR Media Publishing System Autoprinter. If you are going to print to another printer (i.e., a desk jet, or laser printer), you may choose another label template that matches the label template that you will be printing on (see image):



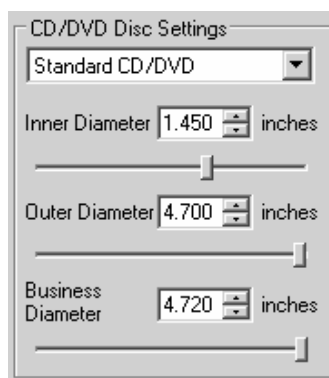
CD/DVD Disc Settings

If you are printing to your Media Publishing System, you may also choose the type of CD/DVD that you are printing on from the drop down list, by clicking on the down arrow to the right.

If these options are not shown make sure that **"Nexis 100 Pro CD/DVD Autoprinter"** is selected from your templates as previously shown.



You may also adjust templates to suit your requirements and compensate for variations between different disc media using the sliders and input windows in the Templates section, shown below:



All dimensions are in inches (or Metric if selected within the Edit menu), and can be set either by moving the sliders or entering values into the text boxes. The Drawing Area will reflect these changes in real time.

Inner Diameter sets the diameter of the blank area at the center of the CD/DVD/BD disc.

Outer Diameter sets the outer diameter of the printable area.

Business Diameter sets the cutoff at top and bottom of the CD/DVD, as used for rectangular "business card" CDs or DVDs or can even be used for effects when used with Standard sized media.

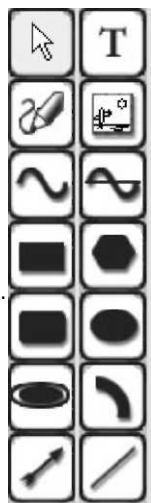
Note: Be careful in the adjustments as printing too far into the inner diameter or too far to the outside diameter of some discs may result in excess ink that is not absorbed by the disc resulting in ruined discs or excessive ink remaining on the Media Publishing System tray.

Using the Drawing Tools

The drawing tools are available from the drawing Tools section of the Disc Studio window (Shown at Right). To use a tool, click on that button and then click in the drawing area to start your object. To help you align objects accurately, a grid is available by clicking on the grid button below the drawing tools.

Once objects are aligned you can remove the grid by clicking the grid button a second time.

Note that the grid is only for reference and will never be printed on the printed disc.



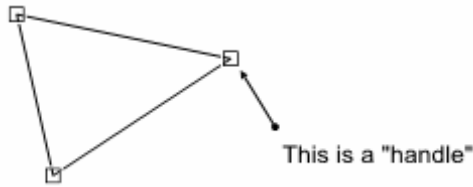
Drawing tools include (from top left):

Object Selection	Text
Freehand tool	Clipart
Open Curve	Closed Curve
Rectangle	Polygon
Rounded Rectangle	Ellipse
Halo	Arc
Arrow	Line

The drawing tools are described in detail starting on page 95.

General Notes

To draw an object click the button for the tool, then click within the drawing area. When you are done, finish the object either by *double clicking* on the last handle created (see image, below) or by releasing the mouse button and clicking once in the same position (as described for each tool in the sections below).



Once an object has been created, it can be resized, moved, reshaped and its line and fill properties modified.

Correcting Errors

DiscStudio has multi-level Undo (Ctrl+Z) and Redo (Ctrl+Y) functions, located under the **Edit** menu. Simply select UNDO to undo the last action. Selecting UNDO repeatedly steps back through your previous steps. If you step back too far, or change your mind, click REDO to step forward again.

Selecting and Adjusting Objects

To select a closed object (rectangle, circle, etc.) left click anywhere within that object. When selected small black square handles will appear around the object. Click and drag a handle to reshape or resize that object.

To select a line object either curved or straight, left-click anywhere on the line to select that object. Handles will appear to let you resize or reshape that object.

You can select multiple objects by clicking and dragging a selection rectangle just as you would select multiple icons on the Windows desktop (make sure the cursor pointer is a normal selection arrow before doing this).

You can move most objects by clicking anywhere within a closed object (or on the line for a line object) and dragging with your

mouse. *Do not click on a handle or the object would be reshaped instead of being moved.*

To unselect an object, click anywhere outside the object, or click the *Selection Tool*, on the right hand top of the screen.

Clearing a Drawing Tool Selection

If you've selected a drawing tool and change your mind, right click outside the drawing area (the grey area), to clear the selection or click the *Selection Tool*.

Description of Drawing Tools

Note: The following sections refer frequently to Line and Fill properties.

Open Curve Tool

Function	Draws a curved line.	
Position	Any	
Feature	Line Properties	

The Open Curve tool lets you draw curved lines. Click the objects button then click and release to set the starting point in the drawing area. Move the mouse to the set the next fixed point on the curve, and click to establish the fixed point. Continue to make as many fixed points as required. Double-click to close the Open Curve Tool. When the object is selected, drag any of the fixed points to change the size or shape of the curve.

Closed Curve Tool

Function	Draws a curved line with the ends connected to make a solid object.	
Position	Any	
Feature	Line and fill properties, background, and clipart.	

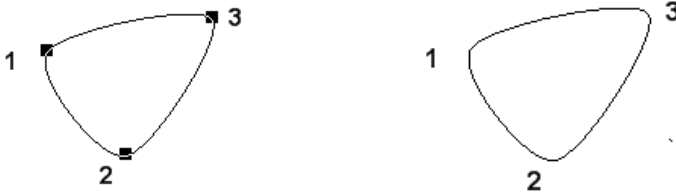
The Closed Curve tool lets you draw shapes with curved sides. Unlike the Open Curve tool these shapes are closed and can be

filled. Select the object button, then click and release to set the starting point in the drawing area. Move the mouse to the next fixed point on the curve and click to establish the fixed point. You will see that the latest fixed point is connected to the starting point.

After you have made your last desired point, double-click to close the object. While the object is selected, drag any of the fixed points (handles) to change the size or shape of the curve.

Example and Hints

As an example, we'll draw a shape resembling a guitar pick.



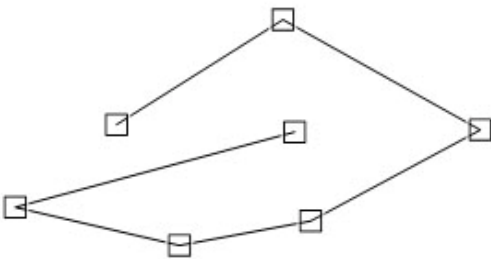
We start by clicking at point **1**, move to point **2** and click again, then move to point **3** and click to complete the object as shown at the left, and then double-click to close the object. Now click outside the object to unselect it so we can take a look. The finished object is shown on the right. If it's not symmetrical, click a handle and adjust it as required.

Freehand

Function	Draws a freehand shape made of straight line segments	
Position	Any	
Feature	Line properties (for closed shapes use Polygon Tool)	

The Freehand tool lets you draw an object made of line segments. Unlike the Polygon tool (see pg. 95) the object is a line, and even if you attempt to close it by putting the end point on the starting point, it remains a line and can not be filled. Simply click where you want the freehand shape to start, release the mouse button, and move to the next point, click again, and so on. Double-click to create the final point and to close the Freehand tool.

Description of Drawing Tools (Continued)

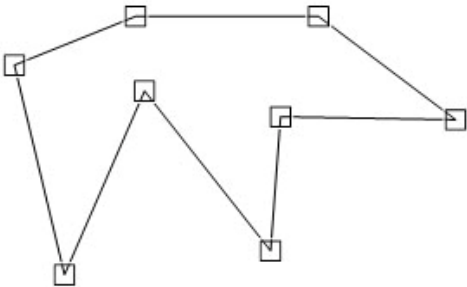


Polygon

Function	Draws a closed freehand shape made of straight line segments.	
Position	Any	
Feature	Line and fill properties, background, clipart	

The Polygon tool works much like the Freehand tool, but it creates closed shapes which can be filled. As you create fixed points you will see that the last point created is always connected back to the starting point.

Simply click where you want the polygon to start, release, and move to the next point, and click again, and so on. Double-click to close the Polygon tool.



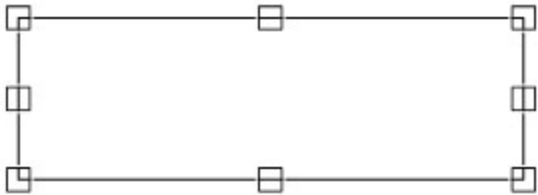
Description of Drawing Tools (Continued)

Rectangle

Function	Draws a rectangle (including squares).	
Position	Any	
Feature	Line and fill properties, background, clipart	

The Rectangle tool draws a rectangle starting from the first point you click. Click the Rectangle tool and click where you want the first corner to be, and then hold the mouse button and drag to set the size and shape. When you are done, release and click to create the final point and close the Rectangle tool.

To make perfect squares use the Grid to align the sides to the lines in the grid. You can adjust your rectangle by re-selecting it and dragging.



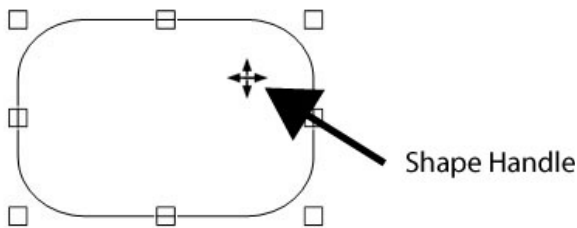
Note: There are advanced options applicable to the Rectangle, Rounded Rectangle, Ellipse, Arc and Halo buttons see pages 107 108.

Rounded Rectangle

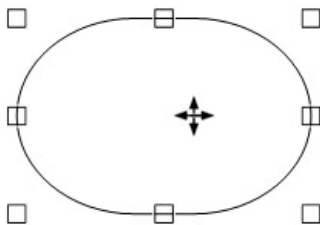
Function	Draws a rectangle with rounded corners.	
Position	Any	
Feature	Line and fill properties, background, clipart	

The Rounded Rectangle tool behaves much like the Rectangle tool, but lets the object have rounded corners. Click where you want the first corner to be then hold the mouse button and drag to set the size and shape of the object. Release and click to set the final point and close the Rounded Rectangle tool.

Description of Drawing Tools (Continued)



Created within the rounded rectangle is a *shape handle* which looks like the points on a compass, this can be dragged horizontally or vertically to shape the corners of the object. A little experimentation will show you how this works. Of course, the size and aspect ratio can be adjusted by dragging any of the other handles. As you can see from the example by moving the shape handle at corners change and the Rounded Rectangle will look like an ellipse.



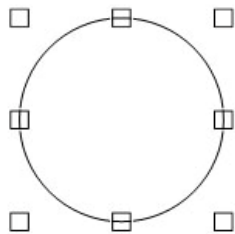
Note: There are advanced options applicable to the Rectangle, Rounded Rectangle, Ellipse, Arc and Halo buttons see pages 107-110.

Ellipse

Function	Draws an ellipse (including circles)	
Position	Any	
Feature	Line and fill properties, background, clipart	

The Ellipse tool lets you draw ellipses and circles. Click where you want one "corner" of the ellipse frame, and drag to create the size and shape you want. Release and click to set the final point and close the Ellipse tool. Use the Grid to adjust the ellipse if you want to create a circle.

Description of Drawing Tools (Continued)

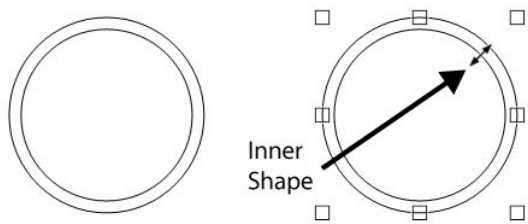


Note: By default the Ellipse tool will always draw a perfect circle, to change this select the object and uncheck the Lock Aspect Ratio box under the Shape box on the upper left hand side of the window this will also allow access to more advanced options as shown on pages 107-110.

Halo

Function	Draws an elliptical "ring" or halo (including circular).	
Position	Any	
Feature	Line and fill properties, background, clipart	

The Halo tool draws a 360° solid elliptical arc such as the one shown at the left, below:



After creating a Halo the shape of the inner ellipse can be changed by moving the *Inner Shape* handle in two dimensions. The shape of the outer ellipse can be adjusted using the outer handles.

Description of Drawing Tools (Continued)

Click the Halo tool then click in the drawing area. This will create the starting point of the rectangle that contains the halo. Drag to generate the halo with the approximate size and shape you want. Release and click to set the shape and close the Halo tool.

Note: By default the Halo tool will always draw a perfect circle, to change this select the object and uncheck the Lock Aspect Ratio box under the Shape box on the upper left hand side of the window this will also allow access to more advanced options as shown on pages 107-110.

Arc

Function	Draws an elliptical arc (including circular arcs)	
Position	Any	
Feature	Line and fill properties, background, clipart	

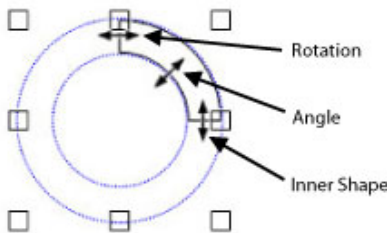
An *elliptical arc* looks like this:

It is a solid object that can be filled. The position and shape can be adjusted in a variety of ways.



Click the Arc tool then click in the drawing area. This will create the starting point of the rectangle that contains the arc. Drag to generate the arc with the approximate size you want. Release and click to set the final shape and close the Elliptical Arc tool.

To adjust the arc, click anywhere within the arc itself. The arc will be selected and handles will appear. Note the drawn arc is the darker line while the circle is used as a reference to the limits that the Arc can be drawn.



Description of Drawing Tools (Continued)

Click and drag the *Angle* handle to increase or decrease the angular size of the arc. Click and drag the *Rotation* handle to rotate the Arc around its midpoint. Click anywhere within the rectangle (but not on a handle) and drag to move the arc anywhere on the drawing area.

The *Inner Shape* handle moves in two dimensions to control the shape of the inner ellipse only. Use any of the outer handles to control the shape of the outer ellipse. Use the *Grid* to help adjust the Arc to be circular if required. When you are done click anywhere outside the arc to un-select the object.

Important: Don't drag the *Angle* handle to either 0° or 360°. If you do, the Arc will vanish and you'll have to start over again. If you need a full 360° use the *Halo* tool instead.

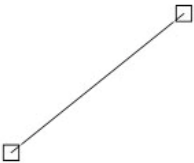
Note: By default the Arc tool will always draw within perfect circular area, to change this select the object and uncheck the Lock Aspect Ratio box under the Shape box on the Upper Right hand side of the window this will also allow access to more advanced options as shown on pages 107-110.

Line

Function	Draws a straight line.	
Position	Any	
Feature	Line properties	

The Line tool draws a straight line at any angle between any two points. Click the tool, click and hold to set the starting point, drag the line to set the angle and length then release and click again to set the end point.

In addition, changes can be made to the line, from the options on the left of the screen, such as border and arrow styles. Experimentation will quickly show you how it works.



Description of Drawing Tools (Continued)

Clipart

Function	Places a clip art image into the Drawing Area	
Position	Any	
Feature	Line and fill properties, background, clipart	

The Clipart Tool, allows you to insert an image onto your label. It can be a file from the clipart library or your own image. Select the Clipart Tool, then click anywhere within the drawing area. A dialogue box will appear, giving you the ability to locate and select the image that you want to add. Simply locate the image then double-click it or click on the **Open** button.



After an image from the clipart library has been opened in the drawing area it can be resized by clicking and dragging the handles surrounding that image as shown below.



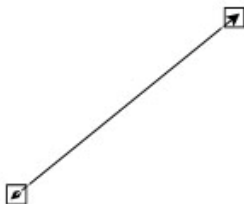
Description of Drawing Tools (Continued)

Arrow

Function	Draws a straight arrow in any direction	
Position	Any	
Feature	Line properties, arrow properties	

The Arrow tool works just like the Line tool but generates heads and tails on the end points of the line to create arrows. Select the Arrow Tool click the point where you want the arrow head to begin then hold and drag the mouse to draw length and angle of the arrow. Release and click to set the final position and close the Arrow tool. You can adjust the position later if required.

In addition, changes can be made to the arrow, from the options on the left side of the screen, such as border and arrow styles. Experimentation will quickly show you how it works.



Text

Function	Places straight or curved text on the label.	
Position	Any	
Feature	Text properties	

The Text tool lets you place text anywhere in the drawing area. The type of font, size, color, edge and shadow properties can be set using the text properties either before or after the text is created. Text will be generated inside a *text box*. To create a text box, click on the Text Tool then click anywhere in the drawing area. The word "Text"

Description of Drawing Tools (Continued)

will appear. Now, click in the window on the lower left hand side of the window where word **"Text"** is also located. Delete this word and you are left with a cursor where you may type the text that you want in your text box. As you type notice that it will automatically appear in the text box the drawing area. When finished typing, click anywhere in the drawing area.

To edit the text and/or its properties simply click on the text box that you just created and the text window and its properties will appear to the left. Any changes that you make therein will be applied immediately.

You can resize the text box. Text will automatically word wrap as necessary to fit the box. Although the text size will remain the same as the text box itself is resized.

Notice the Format, Font and Effects tabs that appear when you are using the Text tool, these allow almost infinite variations to the text on screen by offering changes in shape, size and a multitude of special effects as well as hundreds of included fonts to fit any design you can imagine. Examples of these features can be found on page 116.

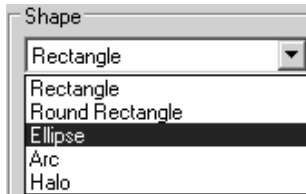
Manipulating Objects

The attributes of objects can be changed by selecting the object and then utilizing the options on the left of the DiscStudio window (see image):



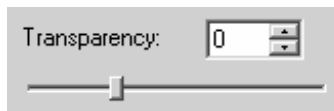
Manipulating Objects (Continued)

Shape: Any selected shape (other than line or arrow), may be changed to another shape, by selecting another shape from the dropdown box (see image):

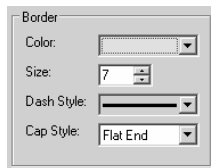


Keep Symmetric: When checked, if the shape is resized, it will be centered, and will also be sized symmetrically.

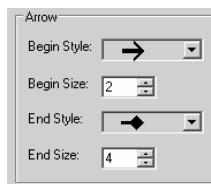
Transparency: The transparency of an object may be changed by either manually entering a number into the box, using the up and down buttons or by using the slider (see image):



Border: The border of objects may be changed here (Color, Size, Dash style, and Cap style). See image:



Arrow: The properties of an arrow (Begin Style & Size, End Style & Size), may be changed from the following section (see image):



Manipulating Objects (Continued)

Defaults: The defaults button (lower left of window) can be very useful. If an image is selected, and custom colors / settings have been applied, and you click the Default button, its settings will revert back to Disc Studio's default settings, and will be applied to that image. In addition, if no image is selected and the button is pressed, any custom settings on the right of the screen (Color, Border, etc.) will be reset to Disc Studio's default settings.

Line and Fill Properties

DiscStudio lets you set a number of parameters that control both lines and fills (the color, background, patterns and images that fill areas of solid figures). You can set these properties before or after an object is created, and you can set properties that apply to all subsequently created objects until they are changed.

Note: If you select multiple objects by dragging a selection rectangle around them, you can then apply properties to all of the objects simultaneously by using the techniques described below.

Warning! Use caution: if you change the shape, for example, all of the selected objects will be changed to the new shape.

Patterns and Gradients

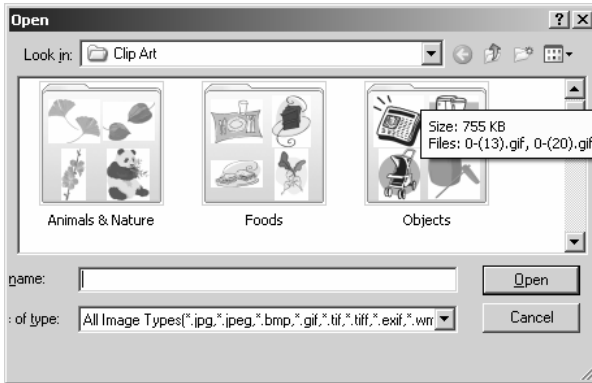
In addition to solid and transparent colors, objects can be filled with an *image*, *gradients*, and *patterns*. An *image* is a graphic file on your computer (such as the included clipart or your own image). A *gradient* is a combination of colors where one color gradually shifts to another color. A *pattern* is a bitmap such as crosshatching, diagonal lines, etc. To apply any of these to an object, simply right-click on the object to see the following image:

Cut	Ctrl+T
Copy	Ctrl+C
Paste	
Delete	Del
Select Fill Image	
Select Fill Pattern	
Select Fill Gradient	

Line and Fill Properties (Continued)

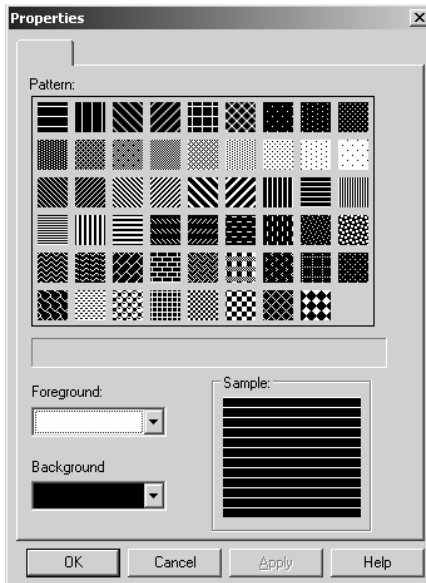
Image

Select this to fill the selected object with an image (such as the included clipart or your own image):



Pattern

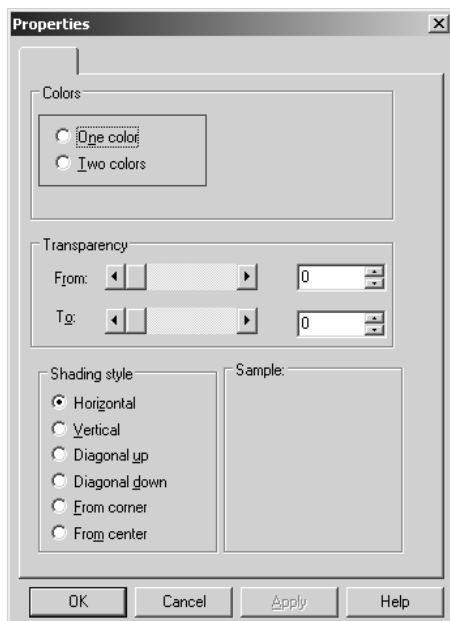
Select this to apply a pattern to an object. The following window will appear where you can choose the pattern, and the colors for the pattern:



Line and Fill Properties (Continued)

Gradient

Select this to apply a gradient fill to an object. The following window will appear where you can choose the colors, transparency, and shading style:



Duplicating Objects

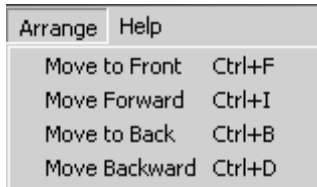
Objects can be duplicated and used as often as required. Each duplicate is actually a new object, so its properties can be adjusted after it has been created. For example, you could have the same object in different places on your label, but having different colors in each place. Click on *Edit*, in the upper left of the window (see image):

Edit	Tools	Arrange
Undo	Ctrl+Z	
Redo	Ctrl+Y	
Cut	Ctrl+T	
Copy	Ctrl+C	
Clone	Ctrl+L	
Paste	Ctrl+V	
Select All		

To duplicate an object, select the object, then click on *Edit*, and choose *Copy*. Then, click on *Edit* again, and choose *Paste*. Another way to duplicate an object is to simply select the object, click on *Edit*, and click on *Clone*. A duplicate of that object will appear in the drawing area

Using Levels

DiscStudio provides extensive *level* support. This allows objects to be moved in front of or behind other objects. Used in conjunction with transparency, a useful range of effects may be obtained. Click on *Arrange* in the menu bar of the main window (see image):

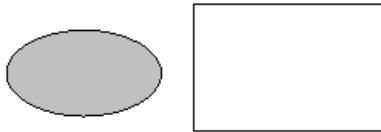


To utilize these functions, simply select an object, and then choose one of the above options to change its order on the page. Objects in the Print Area are "layered" in that, they can overlap (or even cover) one another.

You can't move an object behind the label background. Backgrounds form the base level for the label.

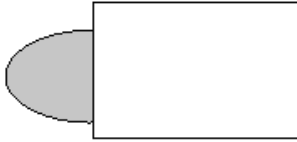
Example:

The simplest way to explain the operation of the level controls is to use an example. We will start by drawing two shapes, an ellipse and a rectangle.



The ellipse is filled with light grey and the rectangle is filled with white. Next, we will select the ellipse and slide it so that it overlaps the rectangle.

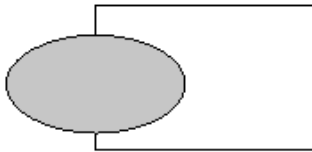
Using Levels (Continued)



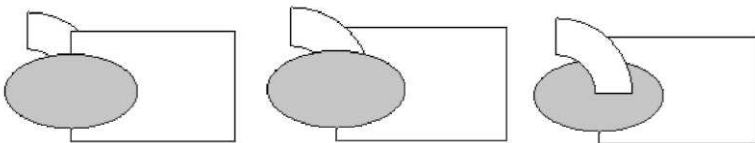
The ellipse appears to slide behind the rectangle because its level is behind the level of the rectangle.

Note: Objects are created in the foreground, so more recent objects will appear to be in front of older ones.

If we want the ellipse to be in front of the rectangle, select the ellipse, and then click on *Arrange*, and then *Move Forward* (you may need to do this more than once depending on how far "back" the ellipse is).



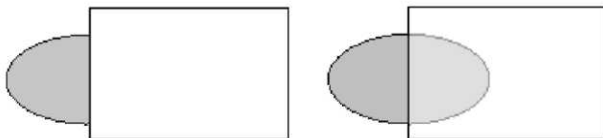
Since there are multiple levels, you can have several objects overlapping and decide in which order they are to be stacked.



In the above example, the arc is progressively moved from back to front, one level at a time.

Transparency and Levels

Transparency can be used with levels to allow objects to "show through" other objects. In the left image below, the ellipse is behind an opaque rectangle (the rectangle's transparency is zero).



In the right image, the rectangle's transparency has been set to 50%. Now you can see the ellipse through the partly transparent rectangle.

Note: Set transparency using Fill properties as shown on page 111.

Zoom

You can zoom in and out to make working with small objects easier using the three Zoom buttons:

Zoom in makes the image larger



Zoom out makes the image smaller



Zoom full size returns to the full sized label



When you click a zoom tool, the mouse pointer changes to a magnifying glass with a + (zoom in) or - (zoom out). Click anywhere on the drawing area to zoom. Once selected, the *Zoom in* and *Zoom out* tools remain selected so you can zoom larger or smaller without re-selecting the tool each time. The Zoom tool button is unselected if you choose any drawing tool.

To unselect a zoom tool without selecting a Drawing tool, just click on the pointer Selection.



To unselect a zoom tool without selecting a drawing tool, just click on the Pointer selection

Using Background and Clipart

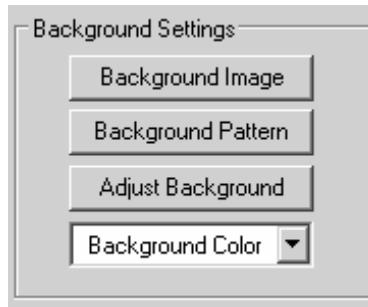
DiscStudio includes a large selection of backgrounds and Clip art. These are stored in subfolders of the DiscStudio Program folder, and are shown as thumbnails when you use the Select Background or Select Clip Art buttons.

Backgrounds can be applied to either the entire CD/DVD or to any selected object. Clipart (usually smaller images) is designed to be used for adding images as individual objects.

Applying a Background

Background images and patterns are always *behind* all objects you've drawn. You can't move an object behind the background.

To apply a background to the entire CD/DVD use the tools in the Backgrounds section of the main interface, on the left:



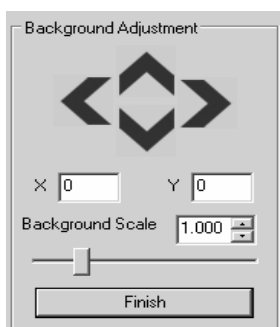
Here you can choose a background image, a hatched pattern, a solid color, and make adjustments to the background you've selected.

Note: For more options that are particularly useful with small images, use the *Advanced Picture* button under *Background Color* (see next page).

Adjusting the Background Image

Once a background has been applied, select *Adjust Background* to open the adjustment overlay.

Using Background and Clipart (Continued)



Use the arrows (or type in + or - X and Y values) to move the left, right, top or bottom margins of the background image, and the *Background Scale* slider, to adjust the size of the image within the design area. When you're done, click Finish to close the overlay.

Adding Your Own Backgrounds or Clipart

Bitmap images created by other graphics programs, imported from digital cameras, scanners or any other source can be used by DiscStudio as backgrounds or clipart.

Usable Image Types

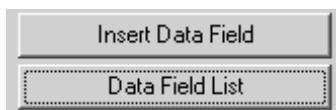
You can add images with any of the following formats.

Type	Extension	Notes
JPEG	.jpg, .jpeg	Compressed bitmap graphics, used primarily for photos. Not recommended for line drawings, cartoons, etc. <i>This is the default for backgrounds.</i>
Windows Bitmap	.bmp	Windows standard uncompressed bitmap format.
GIF	.gif	Compressed bitmap graphics, 256 color maximum. Allows transparency. Good for line drawings, cartoons, etc. <i>This is the default for clipart.</i>
TIF	.tif, .tiff	May be compressed using LZW lossless compression. Cross platform.
Windows Metafile	.wmf	Used by Windows clipboard. Metafiles may be vector or bitmap. DiscStudio supports bitmap format only.

PNG	.png	More modern replacement for GIF. Allows transparency and full color range. Good for any images.
-----	------	---

Insert Data Field

In addition to the text formatting functions outlined earlier, there is a "Data" function which has been added to DiscStudio (see image). These buttons are visible in the lower left of the screen, when a text box is being edited or created:



Selecting this option you will see the following window:

 A dialog box titled "Data Field" with a close button (X) in the top right corner. It contains several options for defining a data field:

- Field Label:** A text box containing the text `/*TAG1*/`.
- Year:** A radio button is selected. A checkbox for "Two digit" is unchecked.
- Month:** A radio button is selected. A checkbox for "Names" is unchecked.
- Day:** A radio button is selected. A checkbox for "Names" is unchecked.
- Time:** A radio button is selected. Checkboxes for "24 hours" and "Seconds" are unchecked.
- Disc:** A radio button is selected. It is followed by a text box with "1", the word "of", another text box with "1", and a small arrow button.
- Serial Number:** A radio button is selected. It is followed by a text box with "0" and a small arrow button.
- Increment by:** A text box with "1" and a small arrow button.
- Data File:** A radio button is selected. It is followed by a text box and a "Browse" button.
- Delimiter:** A dropdown menu showing "Line" and a "Browse" button.
- Start Index:** A text box with "0" and a small arrow button.
- Increment by:** A text box with "1" and a small arrow button.

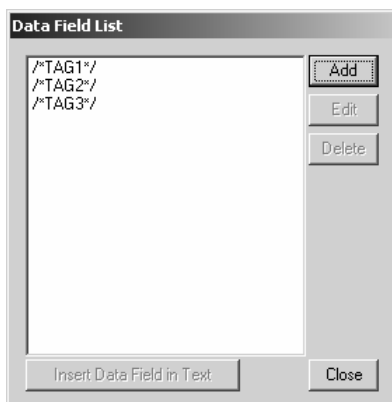
 At the bottom are "OK" and "Cancel" buttons.

These are helpful features to add data functions to your label such as specific serial numbers for software applications or incremental number to keep track of the number of discs produced.

Insert Data Field (Continued)

Data Field List:

Select this option to see the following window:



This is used to store Data Fields that you have created. In the example above, three have been created, and more can easily be added or the existing files edited or deleted by selecting the file in the list and clicking buttons on the right.

Text

DiscStudio offers a wide range of text options.

Adding Text to your Label

To add text to your label click on the Text Tool button, then move the mouse pointer to the approximate position in which you want the text to appear, and click again.



Note: We recommend adding text as the last step in creating your label because, text with complex formatting involves considerable computing time and may slow down moving, adjusting or creating other objects

A Sample Text Session

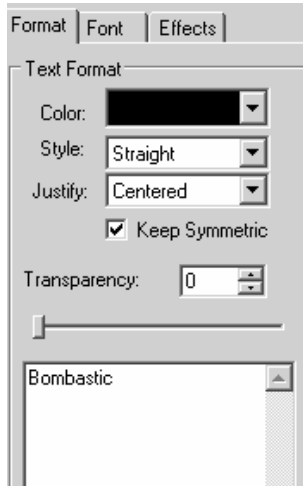
The simplest way to explain the use and the associated options and effects of the text tool is to use an example and create some fancy text for a label. Once you understand the steps involved, you'll be able to experiment and create virtually any effect you want.

Step 1 - Entering the Text



Click the *Text tool* and move the cursor to approximately Where you want the text to be placed.

Now click again in the area to the lower left where the words "Text" are located and clear the letters out, now type the word "Bombastic" notice the real time preview as the letters change as you type into the text box.



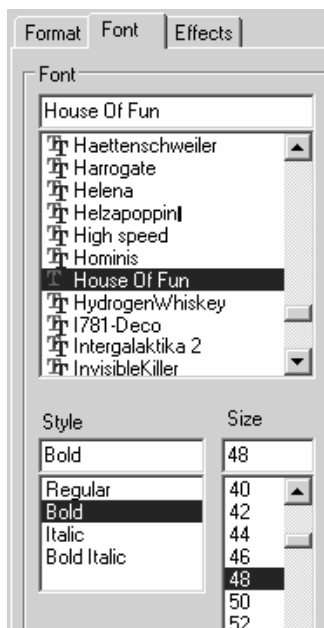
The text is small and not very impressive. In the next few steps we'll adjust it to look much nicer.

Step 2 - Setting the Typeface and Size

Click on the existing text in the drawing area. Click the *Font* tab. The new window lets you select Font, Font Style and Size, as well as a couple of simple effects.

A Sample Text Session (Continued)

We're going to use a more entertaining font: House of Fun. We will set the size to 48 points, and set the Style to Bold.



You can see the effect in the drawing area, as you make the changes.

Wordwrap

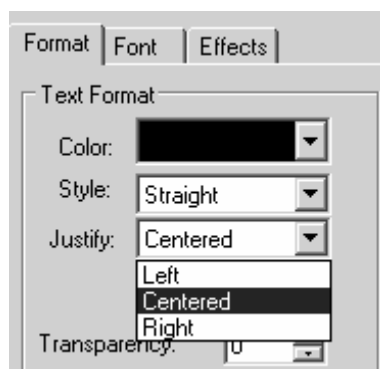
As you are typing text in the text area on the right of the screen, the text box will automatically resize itself. For an example, see the images below. In the second box, the Enter key has been pressed after the word "some," in order to create multiple lines and to keep larger sized text from going outside the printable area:

This is some test text

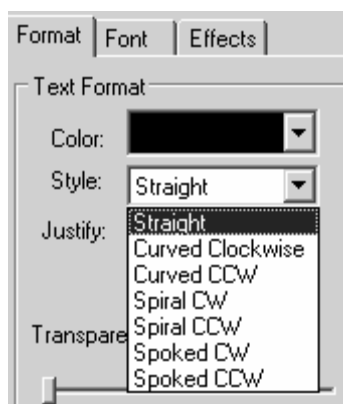
**This is some test
text**

A Sample Text Session (Continued)

In addition, the justification of the text block may be changed to Left, Centered, or Right (see image):



The style of the text may also be changed (see image):

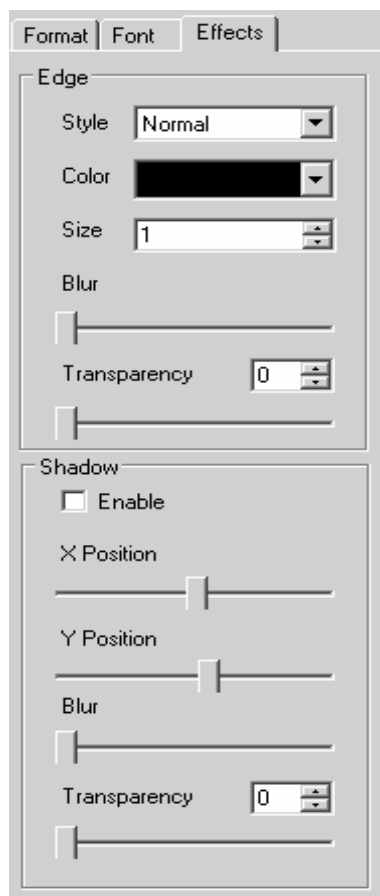


This function allows the user to have unparalleled control over the positioning of the text. This is a very powerful function and warrants taking the time to experiment with it in order to achieve optimum results.

A Sample Text Session (Continued)

Effects

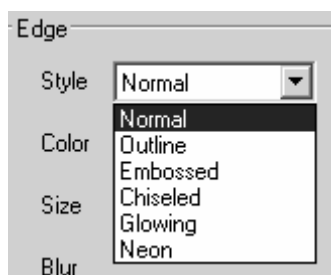
By clicking the Effects tab additional effects can be applied to your text. See image below.



Edge:

The outer edge of the text can be changed from the Style pull-down menu (this is different from the Styles under the Format menu)

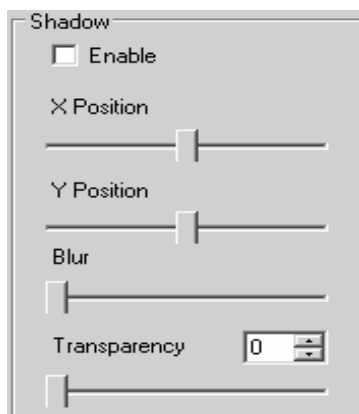
A Sample Text Session (Continued)



The text may also be blurred via the *Blur* slider although this only applies to the Glowing and Neon styles.

The transparency of the text effect can be adjusted by using the Transparency slider, or by setting a numeric value in the box. This function also, only applies to the Glowing and Neon styles.

Shadow effects can also be applied to your text (see following image). To utilize Shadow effects, place a check in the **Enable** box. The X and Y positions of the shadow may be adjusted. In addition, the shadow of the text may also be blurred and / or made partially transparent



Summary

There are many available text manipulations, and thousands of combinations. Use the real time text preview, and feel free to experiment.

Questions and Answers (FAQs) DiscStudio

In this section you will find answers to some questions that may arise during the operation of DiscStudio:

Q. Why can't I import a particular TIFF file for use as a background?

A. TIFF allows programmers to select from a wide array of optional features depending on their requirements. This means that some TIFF files may not be usable for some applications. If possible, use a graphics program to convert the TIFF to another format which can be imported into DiscStudio.

Q. When I try to copy a graphics image from another application using the Windows Clipboard it doesn't have an option to paste.

A. Windows Copy and Paste are not supported in DiscStudio from external applications. The correct way is to create a rectangle and import the graphics image as a picture or clipart, or to use the quick Clipart button on the main interface. The outline of your rectangle can be set to "clear" to make the outline disappear.

Q. DiscStudio doesn't seem to work on my Windows 98 computer.

A. DiscStudio is designed for Windows 2000 or later versions of Windows only. While it may work on some later model Windows 98 computers, such use is not supported.

Q. DiscStudio occasionally crashes or exhibits odd behavior (objects cannot be selected, "ghost" images appear, etc.).

A. Make sure you have the latest updates for your version of Windows. Some errors of this type have been traced to the use of an outdated version of the "gdiplus.dll" file. Also, make sure you are using a supported version of Windows.

Q. I can see an object but I can't select it because it's "behind" a larger, transparent object.

A. Use the Move Back tool (under Arrange, at the top menu bar) to move the larger object behind the smaller one. Then you can select the smaller object. When you are done, move the smaller one behind the larger one again.

Q. I am trying to select a curved object by dragging a selection rectangle around it, but it won't select.

A. Make the selection rectangle larger. Some shapes (particularly curves and closed curves) may be larger than their drawn size indicates.

Q. How can I unselect a tool if I change my mind and no longer want to use it?

A. For most tools right click outside the main circular drawing area, or click on the selection (cursor) tool.

Q. My text object slows down DiscStudio and interferes with manipulating other objects.

A. That's normal. Text objects require a lot of processor time. We recommend doing text as the last step in the creation of your label.

Q. How can I delete a background image? I added the image when I started my drawing and now I don't want it, but UNDO would cause me to lose all the changes since then.

A. Delete a background image by setting the background color to white.

Q. Why can't I see the fonts that are included with DiscStudio in Windows > Control Panel > Fonts?

A. The fonts included with DiscStudio are not installed in the Windows Fonts folder and are only available to DiscStudio. You can use the Control Panel > Fonts, Add Font utility to install any of them if you wish. Then they will be available to all applications.

Note: It is not a good idea to install fonts you don't use frequently. This can slow down both booting and operation of Windows, as well as consuming Windows resources such as memory and processor power.

Q. Can I add my own background or clipart images to DiscStudio?

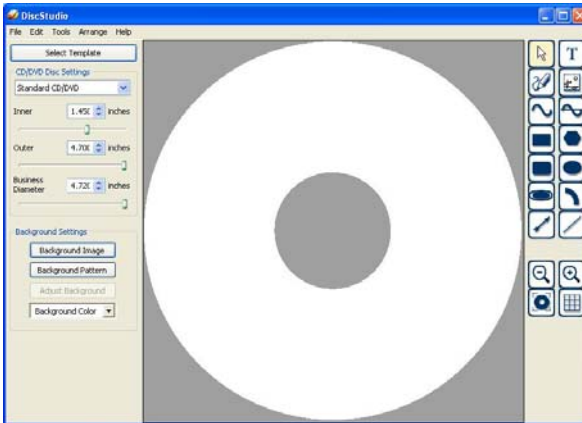
A. Yes. Normally, backgrounds are jpeg images and clipart uses transparent GIF or PNG. DiscStudio will also accept other bitmap image types. See page 114 for more information on supported image types.

Sample Session: Printing a CD / DVD

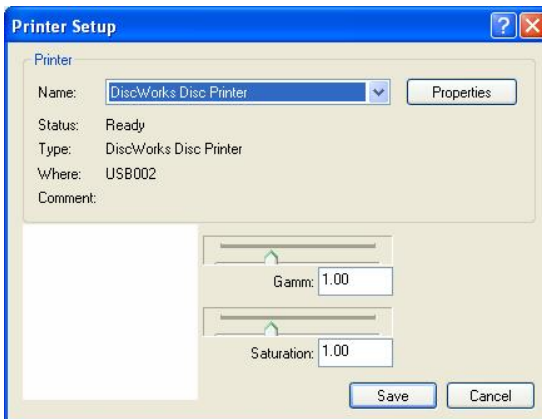
Printer Properties Setup

As installed, the printer driver is set for optimal printing for most Ink-jet Printable discs. The following shows you how to change the settings to suit your taste and your particular media.

To change these settings run **DiscStudio**. This will open the window shown below.

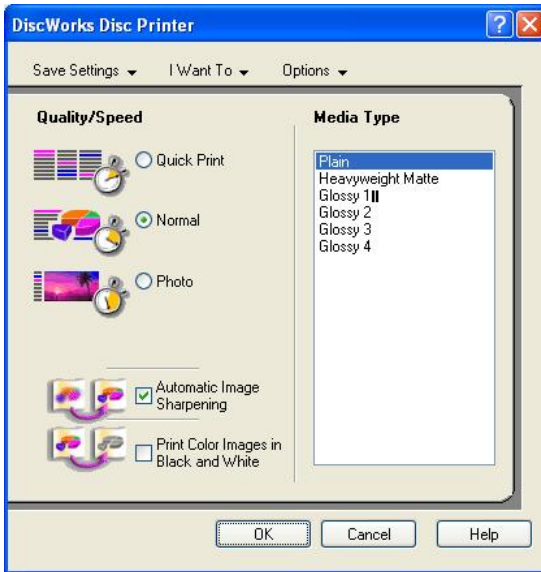


Click *File* → *Printer Setup* to open the following window:



Sample Session: Printing a CD / DVD (Continued)

If you have more than one printer installed on your computer make sure "**Media Publishing System**" is selected in the pull down *Name* window. To change specific quality settings from their defaults, click the *Properties* button. This will open the Document Properties window shown below:



For default setting for the Media Publishing System is Media Type "Plain", and Quality/Speed "Normal" this will produce prints of normal quality on most printable discs. However there may be times when a project requires higher quality in which case it will be best to experiment with the higher settings to get the quality you desire. For faster prints you can try selecting "Quick Print" In the Quality/Speed Settings although you will trade off print quality for faster speed.

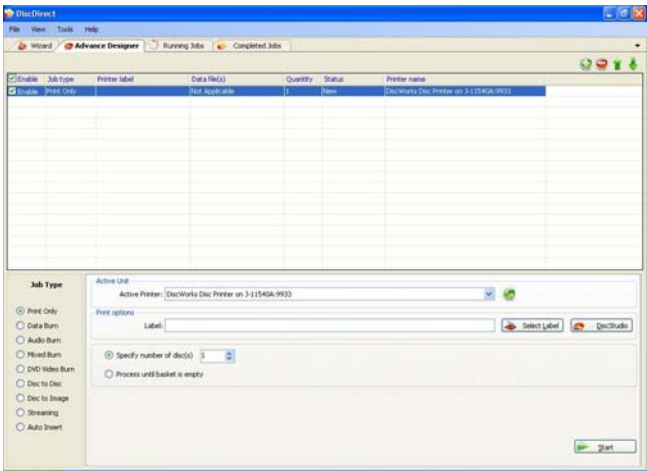
For the highest print quality output, set Media Type to "Glossy 4" and Quality/Speed settings to "Photo".

Recommendation: The printer uses the black cartridge only when printing in quick print mode, which usually generates low quality prints. It is highly recommended to use the **Photo mode** in conjunction with a **PC1 photo color cartridge** to yield high quality prints. Use of higher quality media might be required with photo print setting.

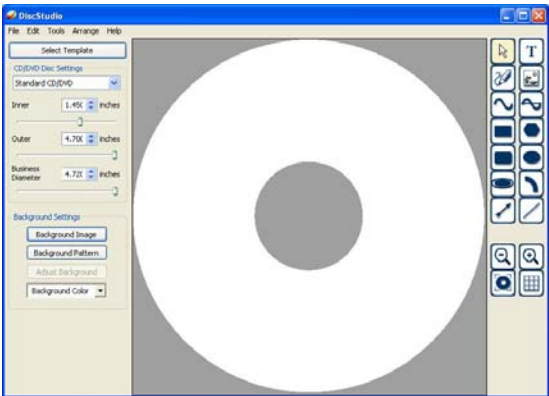
Sample Session: Printing a CD / DVD (Continued)

Open the DiscDirect application and the following screen will appear:

Although you can print directly from DiscStudio to your Media Publishing System the way shown here will help you get to know more about the included DiscWorks software.

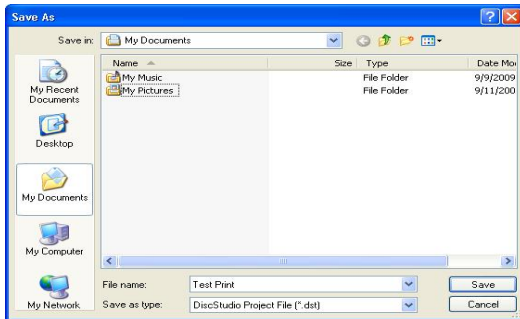


Click on Disc Studio Button which will launch the Disc Studio program.

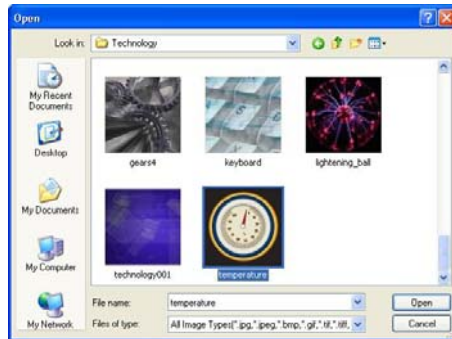


Sample Session: Printing a CD / DVD (Continued)

As stated earlier, the options for creating a label in **DiscStudio** allows for an almost infinite variety of designs. For this tutorial, the simplest way to create a label will be shown. From the previous window click the Background Image button on the left hand side of this window. This will open the selection window as shown below:



From this window open the folder "Concepts" and navigate to the picture "blocks" select the picture and click the open button.



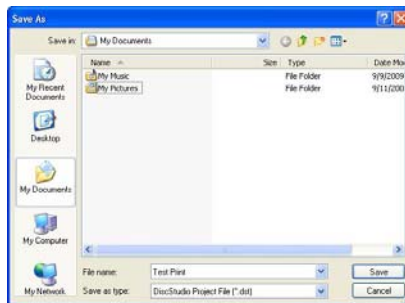
Again, in this tutorial you will just be shown the basics of the DiscStudio software. The 2 keys to a great looking disc are Experience and Experimentation so the more you use DiscStudio the more professional the results.

Sample Session: Printing a CD / DVD (Continued)

In this example we have selected the "blocks" image but you can select any image on your computer as long as it is in a supported format (.jpg, .jpeg, .bmp, .gif, .tif or .tiff). By clicking the Open button in the previous window you will be brought back to the main DiscStudio window with the "blocks" image centered in the window as shown:



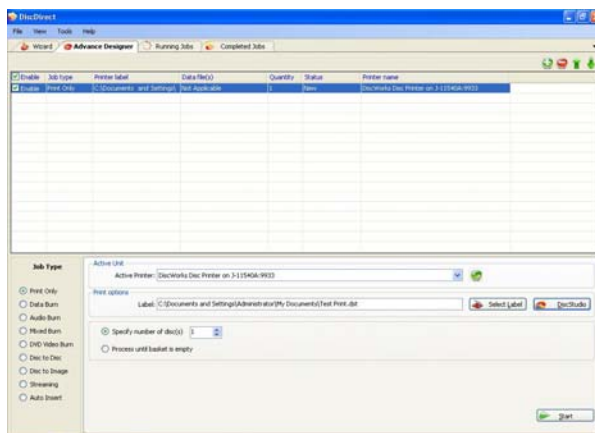
For the DiscStudio main window (previous image) from the menu bar select **File→Save As** this will open a standard Windows save dialog:



DiscStudio saves its created labels as .dtd files, so select where you want this label to be saved, type a name for it, then click Save. In this example we have saved it into a folder named DiscStudio

Sample Session: Printing a CD / DVD (Continued)

Projects and named it sample.dst. Now close the DiscStudio application and return to the DiscDirect application. You will see that the file path of the saved file was automatically placed into the *Printer Label* box and a Print Only job placed in the Queue. The **DiscDirect** window now shows the following.



Open the front lid of your Media Publishing System.

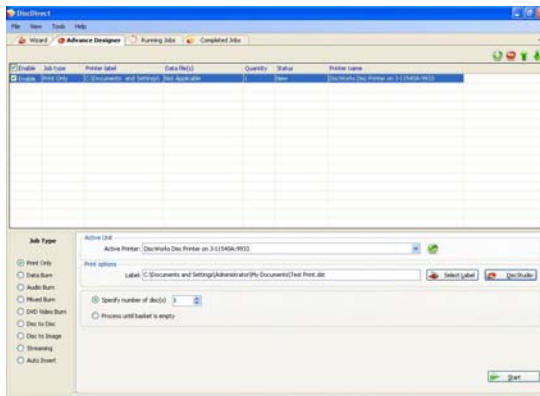


Sample Session: Printing a CD / DVD (Continued)

Load the Input Disc Basket with a few ink-jet printable discs as shown.



Close the front lid and go back to the DiscDirect window:



Now Specify the number of Discs in the area where you can manually enter the number of discs you would like to label, or, you may select *Until Empty*, which will print the selected label on every disc in the Input Basket and when finished shuts down.

When you click on finish the **Media Publishing System** Disc Transport Robot automatically moves the disc from the specified (the left basket by default) Input Disc Basket into the printing tray then after printing is finished moves the printed disc to the Output Disc Basket (the right basket by default).

Congratulations! You have now printed your first disc using your Media Publishing System.

Un-Installing Disc Studio

If you have previously installed Disc Studio as a stand-alone program, and later want to install the Disc Works package, we recommend uninstalling Disc Studio first to avoid having two copies in different locations.

From the Start Menu choose Settings > Control Panel > Add or Remove Programs. Locate the Disc Studio entry and select it. Now click the Change/Remove button. Un-installation is automatic.

If you have added graphic images to the Backgrounds or Clipart folders, or you have saved disk labels, the uninstaller will not remove them automatically. For a complete un-installation, remove these entries and folders manually by deleting the folder:

C:\Program Files\DiscWorks\DiscStudio (and all its subdirectories).

If you are uninstalling DiscStudio prior to installing DiscWorks, you should copy any images you have added to the new folders (under Program Files/DiscWorks) before deleting the originals.

Disc Works File Types

Below is a list of file types associated with **DiscDirect** and **DiscStudio**.

.dwd – a Data Burn job for **DiscDirect**

.dwa – an Audio Burn job for **DiscDirect**

.dwm – a Mixed Burn job for **DiscDirect**

.dwq – save the list of jobs in the Queue in **DiscDirect**.

.dst – a **DiscStudio** file (a label that you've created)

.dwj – a **DiscDirect** job file.

Supplies

Ink Cartridges

Use only XLNT Idea ink jet cartridges in you new Media Publishing System. Cartridges available at <http://www.xlntidea.com>

Color	Part Code
Color – Low Yield	XLNT Idea CO9
Color – High Yield	XLNT Idea CO5
Black – High Yield	XLNT Idea BK4
Photo – High Yield	XLNT Idea PC1

*Replaces the standard Black ink cartridge to supplement the color range of the standard Color ink cartridge for much higher quality prints.

Ink cartridges can be replaced separately. It is only necessary to replace the cartridge that is low on ink.

CD's / DVD's or BD's

Ink-jet printable CDs, DVDs and BDs are now widely available at most computer and office supply stores. Your Media Publishing System can use:

Standard CD/DVD (normal or "full face²")

Mini CD/DVD (normal or "full face") - requires an adaptor available at www.xlntidea.com.

Business Card CD/DVD in 63, 61 or 57 mm sizes - requires an adaptor available at www.xlntidea.com.

Most ink-jet printable CDs or DVDs will have a glossy or matte white finish although some will have a matte silver finish. All these types will work with your Media Publishing System.

Just make sure all media you buy are labeled as ink-jet printable: some CDs, DVDs and BDs have a glossy white surface that looks printable but is not (they are designed for stick-on labels).

Transporting Your Media Publishing System

IMPORTANT: Remove ALL ink cartridges from the Media Publishing System PRIOR to shipping!!!

Before transporting your Media Publishing System you must do the following:

With the printer powered ON, run the **DiscDirect** application and click on **Tools > Unit Properties> Park for Shipping**. This will prompt you to remove The Input and Output Disc Baskets from the Media Publishing System, and the Disc Transport Robot and ink head will move to the left side of the Media Publishing System and park.

Place the cardboard packing material back into the Media Publishing System in the reverse of Step 1 (page 13) and secure the cardboard packing material with a piece of tape and close the Media Publishing System lid. Click the OK button. The Media Publishing System will automatically turn off.

The printer can now be packed in the original shipping carton, along with its original accessories.

Copyright © 2008 XLNT Idea. Inc. All Rights Reserved.